



# VICTIM

Rule Book

# MORNING NEWS

FRIDAY, MARCH 13, 2020



SOUTHEDWOOD



## “ MYSTERIOUS PLANE CRASH ”

A cargo plane transporting ancient artifacts prepared for the international auction has unexplainably lost contact and crashed in the forest. The organizer of this auction has been working with the government to impose a media blackout and used their influence against unauthorized persons to force them out of the area before sending in a rescue team to search for survivors. What happened to the rescue team in their search for the lost artifacts?!

”

“Rolita Coinson,” a 19-year-old girl whose father is the chairman of the company in charge of gathering ancient artifacts and arranging the auction mentioned above: “Coinson” has lost contact with her father since the day of the mysterious plane crash. Rolita has tried to look for clues in her father’s workroom and even contacted his company, but so far, there have been no responses.

“Lucien Richman” Rolita’s best friend had heard from “Anya Mesaratree,” a college student and trainee journalist who has been following this case, that she had information and a photo of Mr. Coinson when he was getting on the plane last month. Anya then assumed that he might be heading to the crash site.

Rolita believed that her father must be in danger. With extreme anxiety, she asked for help from “Diego Samuel,” her family’s housekeeper’s son, who is Coinson’s aircraft mechanic. She told him everything she knew and showed him all of Anya’s documents. Diego decided to help her since he owes Mr. Coinson for always taking care of his family.

Diego was assigned by the company to bring supplies to the rescue team’s camp in the forest the next couple of days. Diego planned to smuggle Rolita and her friends in the cargo hold of the plane that was heading towards the rescue team’s camp.

When the plane landed at the campsite, while Diego was taking Rolita and her friends out of the cargo, he was arrested by armed guards. Diego tried to protect Rolita and her friends but was knocked unconscious by a guards. Rolita was forced to reveal her identity, Rolita Coinson, she said. A guard quickly contacted a senior executive to confirm her identity. After that, the executive then gave his underlings an order to confine them until a helicopter arrives to bring them back home.

The guards then took them to the camp’s medical tent where they met “Vivian Cheng”, a volunteer doctor assigned to the rescue camp. While she was bandaging Diego, the camp’s emergency siren suddenly rang. Piercing screams outside were so loud that they could be heard from inside the medical tent. Everyone immediately made their way out and turned their attention towards the origin of the screams. They witnessed people screaming and running in fear. The sguards were nowhere to be seen... Vivien felt something was wrong, so she decided to find out what happened.

Suddenly, a young man in soldier uniform rushed towards them and forced them to hide back into the cargo hold. After everyone regained their calm, the young soldier introduced himself as “Sean Andre.” Sean was given a direct order from Mr. Coinson to protect Rolita. Rolita was overjoyed, knowing her father was still alive. She then asked Sean about her father, but all he could tell her was just that he received a message from the chairman yesterday, saying that he must protect Rolita and her friends. At first, he thought it was just a joke until he heard that they arrived at the campsite and that there was a mass hysteria. He head out to the camp without hesitation.

The screams outside faded into silence. Everyone left the cargo hold, back to the rescue camp. They found dead bodies all around the campsite. Vivien tried to find survivors but failed, while realizing that their deaths were not caused by wildlife. All communication devices, antenna and equipment were damaged beyond usage as well. Sean then said that there is a bunker constructed by the government nearby. Now, they must cooperate to find the Bunker as soon as possible. Otherwise, they might end up sharing the same fate as the campsite’s personnel..

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# Overview

The Victim is a horror board game where players have to cooperate to complete defined missions for 2-6 people. The game takes about 40-90 minutes to play. Each player will receive a different character with unique skills such as enhanced abilities in movement, searching, healing and decoding. Players will need help each other out and find a way to escape the deadly forest before all help comes to late. However, at the end of the 3th round, one of the players will become possessed by Evil, changing their objective to eliminate the other players or sabotaging their attempts to escape

# Components

40 Map tiles	5 Victim Dice (D6)	6 Curse Cards	1 Bullet Token	2 Herb Tokens	6 Number Tokens
6 Victim Boards	1 Evil Dice (D6)	24 Marker Cubes	1 Smart Link Token	2 Black Box Tokens	8 Symbol Tokens
6 Evil Boards	1 Evil Dice (D10)	12 Wound Tokens	1 Ground Analyze Token	6 Yellow Tokens	10 Gate Tokens
6 Victim Miniatures	22 Item Cards	6 Decoder Tokens	1 Self Heal Token	6 Red Tokens	1 Bunker Board
6 Evil Miniatures	25 Event Cards	3 Hammer Tokens	1 Shooting Token	6 Purple Tokens	1 Rule Book

# Setup

1. Each player selects a Victim (Rolita, Diego, Vivian, and Lucien are recommended when playing for the 1st time) then puts a marker on the initial status value of their role. This marker indicates the number of dice that are going to be used for each Victim's skill testing. Next, each player takes there starting item cards and skill token(s).



3. Take the bunker tile and 5 randomly selected map tiles. Shuffle the tiles into 2 face-down piles. Divide the remaining map tiles into 2 face-down piles and place them on top of the 2 piles containing the Bunker tile.



2. Place the starter map tile faced-up on the center of the table and put each chosen Victim's miniature on it.



4. Shuffle your Item, Event and Curse cards into separate piles. Do the same for your Number, Symbol and Gate tokens and the game starts by rolling the d10 dice. The one that rolled the highest begins followed by the second highest.



# 2-3 Player Mode

2-3 Player Mode: Each player selects 2 characters. The setup of the game will be run like normal until the Curse phase on Page 5.

As soon as a Victim becomes possessed, following rules apply:

- 2 player game: Pick 1 Victim the other player will control and swap 1 victim with the Evil's board.
- 3 player game: Swap both Victim boards with the Evil's board. (Page 6 for winning conditions)

# Character Boards

**2 Agility** | Run ⏱️  
1 2 3 4

**4 Intelligence** | Decode ⏱️, Heal ⏱️  
1 2 3 4

**7 Active Skill** **Ground Analyze** ⏱️  
gives a Ground Analyze token to one of the Victims. They can pass all Test tiles 1 turn.

**9 Main Action** | 2 ⏱️ per turn  
Decode 🎲 1 token / Heal 🎲 1 wound / Run / Search 🎲 1 item, 🎲 2 items / Hide 🎲 1 turn / Active skill / Enter password

**11 Equipment Slot**

**12 Starter item card : Flashlight**

**3 Vitality** | Defend  
1 2 3

**5 Luck** | Search ⏱️, Hide ⏱️  
1 2 3 4

**8 Passive Skill** **Photo Flash**  
Anya may look at the top 3 Map tiles on a single Map pile and put them back pile in any order.

**10 Sub Action** | without losing ⏱️  
Give items / Use items / Equip items / Pick Defend / Passive skill (Status Requires)  
Test Tile : X (Point) ≥ Test Status

**1** **6**

**Anya Mesaratree**  
The Reporter

**1.Wound token:** After receiving a wound, Place a Wound token on the Victim board.

**2.AGI:** The number of dice to Run.

**3.VIT:** The number of dice to Defend.

**4.INT:** The number of dice to Decode or Heal.

**5.LUK:** The number of dice for to Search and or Hide.

**6.Skill Token:** Some skills require a Skill token. Place the token on the Victim board after use.

**7.Active Skill:** Use 1 Action point to use a skill. This skill can be used for the Victim themselves or other Victims on the same or adjacent tiles with a connected path.

**8.Passive Skill:** Can be used without losing Actions after status requirements are fulfilled.

**9.Main Action:** Type of Main Action

**10.Sub Action:** Type of Sub Action

**11.Equipment Slot:** May equip up to 2 Item cards.

**12.Starter Item Card**

**13 Passive Skill** **Blood Smell**  
If there is currently a Victim with at least 1 Wound (in the game), the Werewolf may re-roll his dice when he performs Hunt or Attack.  
🎲 : Upgrade the Evil's dice.

**15 Active Skill** **Double Slash**  
The Werewolf attacks a Victim on the same tile twice.  
ATK+1 🎲 : Attacks 3 times instead.

**17 Main Action** | 2 ⏱️ (6 🐾 +1 ⏱️)  
Hunt / Attack / Active Skill / Death Skill

**18 Sub Action** | without losing ⏱️  
Passive Skill / Gain Stamina / Upgrade

**14 Active Skill** **Target**  
Place the Target 🎯 on 1 Victim on the same tile, then he attacks that Victim. If the Victim with the Target performs Run, he may Hunt immediately.  
ATK+1 🎲 : Target more than 1 Victim.

**16 Death Skill** **Wolf Bite**  
The Werewolf enslaves a Critically Injured Victim on the same tile. The Enslaved 🎲 is placed on the Victim's board. They are now on the Evil's side. They can only Hunt and Attack.

**19 Evil's Stamina** | +1 Rage | Use 2 rage get 🎲 next turn

**20 Yellow token**

**21 Red token**

**22 Purple token**

**THE WEREWOLF**

**13.Passive Skill:** Skill that affects Hunt or Attack Action. Upgrade the Evil's Dice from D6 to D10 (only 1 time).

**14.1st Active Skill:** Use 1 Action point and 1 Stamina to use a skill. Attack power will be stated. Use a purple token to upgrade and gain +1Attack and Special ability (Can Upgrade more than 1 time).

**15.2nd Active Skill:** Use 1 Action point and 2 Stamina to use this skill. Attack power will be stated. Upgrade to get +1Attack and Special ability (Can Upgrade more than 1 time).

**16.Death Skill:** Use 1 Action point and 3 Rage level to use a Death skill on a Critical Injured Victim.

**17.Main Action:** Type of Main Action and Sub Action (For a 6 Players-game, The Evil has 3 Action points).

**18.Evil's Rage level:** Increase 1 level when the Victims become Critical Injured or the Evil's Attack or Active skill fails. If your rage is maxed out, gain 1 Action point per turn.

**19.Evil's Stamina:** Gain 1 Stamina, Put the marker on the Evil's board.

**20.Yellow token:** Use the token to mark debuffs or special tiles.

**21.Red token:** Use the token to mark debuffs or special tiles.

**22.Purple token:** Place on the skill to Upgrade. Use 2 Rage level to get 1 Purple token without losing Actions.

# HOW TO PLAY - GAME PHASE

## 1. Victim's Action Phase: Main Action (1 AP)

The Victims have 2 Action points and can choose to perform different Actions each turn.

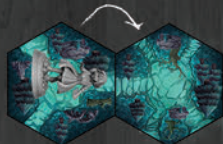
They cannot perform the same Action more than once.

**Run:** The Victim can choose to run by rolling dice. The number of dice to be rolled depends on the AGI value of their character. After rolling the dice, the total result is the number of Map tiles that can be drawn and/or the number of steps that the Victim can take (combined).



- The Victim cannot run across obstacles.
- A connected path is required to run from a Map tile to another.
- The Victim can take fewer steps than the result of their dice roll but must take at least 1 step.
- If the Victim gets to the Test tile, they must pass the test to continue running.
- The Victim cannot retrace his steps during his turn.
- If the total result of the dice is 0, they can take 1 step, but cannot draw map tiles.

**Crawl:** When a Victim gets 2 Wounds, they receive the Critical Injury status and start to Crawl.



- When performing Run, you can move a total of 1 space.
- The Victim cannot draw Map tiles.
- The Critical injured Victim cannot perform any Main Action except Crawl.
- The Critical injured Victim cannot perform any Sub Action except Pick herbs or Use the Aid Box Item card.
- If a Victim becomes Critically Injured while running, he immediately stops running and may not move any further.

**Decode:** In order to decode, the Victims rolls dice to gain tokens. With these tokens they can get the password. The number of dice depends on the Victim's INT value.



- If the result is greater than or equal to 3, the Victim will receive a Number token. A Decoder token is then placed on that Decoder tile.
- If a Victim decodes on a Decoder tile with a Decoder token on it, they will receive a Symbol token.
- All received tokens are shared between the Victims so that any Victim may bring the tokens to the Bunker tile.

**Heal:** The Victim can heal another victim on the same or adjacent tiles with a connected path by rolling dice. The number of dice depends on the Victim's INT value.

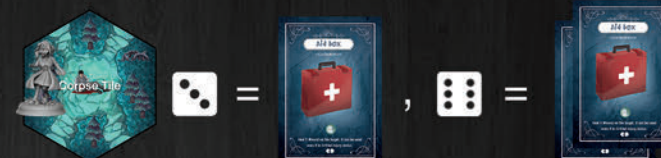


-If the result is greater than or equal to 3, 1 Wound will be healed.

-The Victim can remove a debuff by using heal. (but the Victim has to choose between removing a debuff or healing a Wound).

-Victims may not heal themselves. (Only Vivian has the Self Heal skill)

**Search:** The Victim can search for an Item card from the Corpse tile by testing their LUK value.



-If the result is greater than or equal to 3, they can choose to receive 1 Item card.

-If the result is greater than or equal to 6, they can choose to receive 2 Item cards instead.

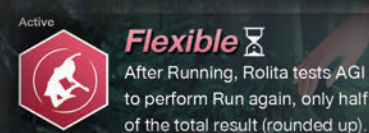
-The Victims can repeat the search on the corpse tile again each turn (No limit).

**Hide:** The Victim can Hide to avoid attack from the evil and effect from the Event card for 1 turn by testing their LUK value.



-If the result is greater than or equal to 3, they may Hide; they place a Hide token on their Victim's board, the Evil cannot target them this turn. On the next turn, they must flip the Hide token upside down. This indicates that they cannot Hide in this turn. The upside-down Hide token is removed from the Victim's board in the following turn.

**Active Skill:** The Victim can use an active skill once per turn. It will be counted as 1 Action.



- means this skill can be used for the Victim themselves or other Victims on the same or adjacent tiles.

-Some Skills require recharge after use (Recharge means when a Skill is used, the same skill cannot be used in the next turn).

**Enter Password:** The Victim must bring the Number and Symbol tokens to the Bunker Board and arrange them into an equation (e.g., 1 + 5 + 6). Placing or removing either a number or a symbol is counted as 1 Action. If the result of the arranged equation is equal to the Gate token on the Bunker Board, the Victim on (or moved to) the Bunker tile, immediately gets into the Bunker.



-The equation must be operated from left to right.


-The Critical Injured Victim cannot get into the Bunker.



-All received tokens are shared between the Victims so that any Victim may bring the tokens to the Bunker tile.


# HOW TO PLAY - GAME PHASE

## 2. Victim's Action Phase: Sub Action


The Victim can choose to perform "Sub-Actions", this generally does not cost Action points. The differences between Main- and Sub-Actions will be further explained in the Victim's Board.

-  **Give Item Card:** Any Victim may give their Item card(s) to another Victim on the same or adjacent tiles with a connected path.
  - The number of Item cards to give is not limited.
  - The receiver cannot immediately equip an Item card.

-  **Play Item Card:** The number of Item cards to play is not limited.
  - Some cards with the symbol  can be used on a friendly who's on the same or adjacent tile.
  - Some cards have special conditions to play, such as Aid box, this card can be played while the Victims becomes Critically Injured. or the Firework and Manual card that can be played during the Evil's turn.
  - The Victims may only have up to 5 cards in their hand. If the number of cards in a player's hand exceeds 5, that player must discard cards of their choice until they have 5 cards in their hand at the end of their turn.


-  **Put on/Take off Item Card:** The number of Item cards to be Put on/Take off is not limited.
  - Each Victim may have up to 2 items equipped at a time. If they want to change items, they must take off and discard an equipped item first.




-  **Pick up:** The victim can Pick up tokens on certain tiles. For instance the Herb or Crashed Plane tile.



-If the Victim performs Run and uses the Pick Up action, he will not be able to move any further.

-  **Passive Skill:** Effects apply only once per turn when their status unlocked.

-  **Test:** If the Victims move to a Test tile, they must stop and test their status based on the type of Test tile before they can continue running (Page 7).

## 3. Event Phase

The last Victim of each round draws 1 Event card. Each event card will affect every player. If the Event card's effect has a duration of 1 turn, the Victim places the Event card on their Character tile until the end of their next turn. That Event card's effect starts applying at the beginning of the next Victim's turn. Once the player who drew that event card starts their next turn, they remove the card from their Character tile. If any player draws the Darkness card (which is the final card in the Event deck), the Evil wins.



## 4. Curse Phase

For 2 and 4 players game, when the 3rd round of the game ends.

For 3,5 and 6 players game, when the 2nd round of the game ends.

The Evil will immediately possess 1 Victim. a Curse card will be drawn and each Victim will have to test their abilities according to the drawn Curse card. Each Evil's test has different requirements (e.g., The Werewolf tests INT, so the Victims will roll numbers of dice based on their INT values. The Victim who gets the lowest score will be possessed. If 2 or more Victims get the same result, they roll again with 1 dice each).



-After being possessed, the possessed Victim swaps their Victim's board with an Evil's board (the chosen Evil depends on the Curse card) and place 1 Marker at the initial value (1 point) on the Rage level.




-The other 3 Markers will be used as the Evil's Stamina, so they will be placed beside the Evil's board. Whenever the Evil's turn starts, place 1 Marker on the Evil's board.



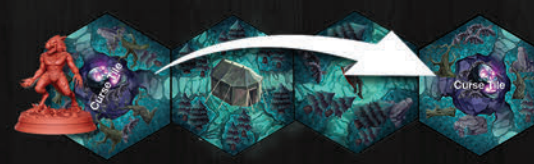
## 5. Evil's Action Phase: Main Action

The Evil has 2 Action points and can choose to perform up to 2 different Main Actions. He cannot perform the same action twice (For a 6 Players game, the Evil has 3 Action points per turn).

-  **Hunt:** The Evil can move by rolling the Evil Dice (Starter Evil's dice D6), then take steps lesser or equal to the result.



- The Evil cannot cross obstacles. A connected path is required to Hunt.
- If the result is the Rage symbol, Don't move, instead gain 1 Rage.
- The Evil cannot draw new map tiles and can only walk on existing Map tiles.
- The Evil can warp between Curse tiles on the map. This is considered 1 step.



# HOW TO PLAY - GAME PHASE

-If the Evil reaches a Test tile, he doesn't need to pass any test but instead stops moving.  
He can still Attack or use Skills.



**Attack:** The Evil can Attack Victims who are on the same tile by rolling the Evil's Dice (Starter Evil's dice D6) to determine their Attack points. The Victim then rolls their dice to determine their Defense points (depending on the Victim's VIT value).

-Compare the Evil's Attack points with the Victim's Defense points. If the Evil has more Attack points than the Victim's Defense points, the attack is successful and the Victim receives 1 Wound.

**Active Skill:** The Evil can use Active Skills by using 1 Action point.  
You cannot use the same Skill twice per turn.



-1st Active Skill: Use 1 Action point and 1 Stamina. Attack power will be stated and can be upgraded to gain +1 Attack and gain a special ability (Can upgrade more than once).

-2nd Active Skill: Use 1 Action point and 2 Stamina. Attack power will be stated and can be upgraded to gain +1 Attack and gain a special ability (Can upgrade more than once)

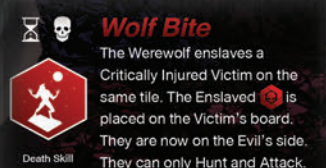
-Some skills have special effects (Debuff). The tokens specified (Red or Yellow token) are placed on the Victim's Board. If applied to a map tile, place it there.



-Debuff from the Evil does not stack.

-When the Evil uses Active skill to attack, The same rules apply as you would perform a normal Attack.

**Death Skill:** Use 1 Action point and 3 Rage level. Death Skill can only target a Critical Injured Victim who's on the same tile.



-After using the Death skill, remove that Victim from the game.

Then the Evil's Rage points is are set to 0.

-Some Death skills have special effects (Debuff). Place the specified token (Red or Yellow) on the Victim's board. If a skill targets a Map tile, place it on the tile instead.

## 6. Evil's Action Phase: Sub Action

During each of the Evil his turns, the Evil can choose to perform Sub Actions without losing an Action.

**Passive Skill:** : This skill will affect when the Evil perform Hunt or Attack action

-Passive skill can upgrade to change the Evil's dice from D6 to D10 to Hunt or Attack.

(Can Upgrade only 1 time)

**Gain Stamina:** Gain 1 Stamina at the start of their turn. Place 1 Stamina marker on the Evil's board.

-After using the Active skill, remove the Stamina marker from the Evil's board.

**Rage Level:** Gain 1 Rage level if a Victim gets the Critical Injury status (2 Wounds).

-Rage level increases in the Victim's turn if they become Critically Injured.

-When the Evil's Attack or Active skill fails, gain +1 Rage level per fail. (e.g., The Witches 2nd Active skill Attacks 2 Victims on the same tile. If she cannot successfully attack both of them, she gains 2 Rage levels).

-If the Evil reaches Rage level 3, he or she will receive 1 additional Action in his or her turn.

**-The Evil does not gain an additional Action if he or she reached Rage level 3 this turn.**

**Upgrade Skill:** Use 2 Rage to gain 1 Purple token to Upgrade an Active skill (Maximum of 6).

-Place the Purple token on the skill which you want to Upgrade.

-Passive skills can upgrade only 1 time.

-1st and 2nd Active skill can upgrade more than once to increase Attack power.

## Winning Conditions

### For the Victims

-2 and 4 players game: If at least 2 Victims got into the Bunker

-3 and 5 players game: If at least 3 Victims got into the Bunker

-6 players game: If at least 4 Victims got into the Bunker

### For the Evil

-If every Victim has the Critical Injury status.

-If the Evil eliminates 2 Victims.

-If the Victims draw out all of the Event cards and draw the Darkness card.

## Critical Injury Status

When a Victim suffers 2 Wounds, they become critically injured and will receive the Critical Injury status.

Their character's miniature will be placed lying down on the Map tile.

-Upon receiving this status, the Debuff will be removed from the Victim's Board.

-Victims with the Critical Injury status can only Crawl and wait for other Victims to heal them.

-The Aid Box Item card can heal Victims with the Critical Injury status.

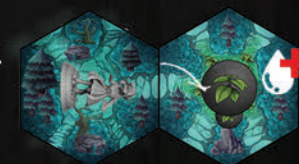
-If a critically injured Victim crawls to the Herb tile, they automatically heal 1 Wound.

The Herb token is then removed from that tile.

-A critically injured Victim cannot Give or receive item cards.

-A critically injured Victim's Passive Skill's effect stops applying until they lose the Critical Injury status.

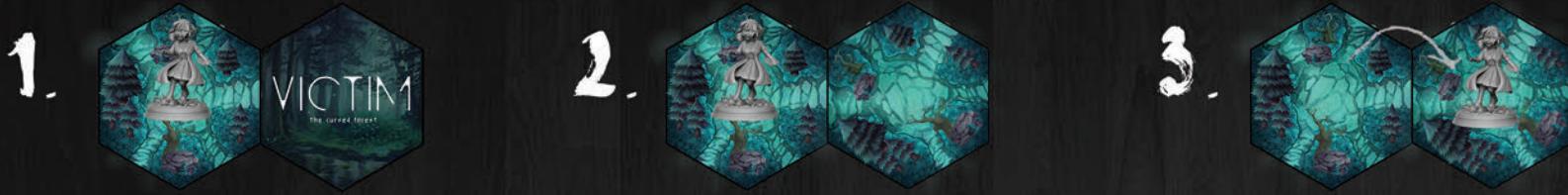
-A critically injured Victim doesn't receive any effect from Passive skills.



# Map Tiles

When a Victim runs, they must draw a new Map tile and place it face up next to the Map tile they are currently on. Rotate the tile so there's a connected path between two tiles. If a Victim runs to a Test tile, they must undergo the specified test to continue running.

If a Victim runs to a Curse tile, they must draw an Event card and then they may continue.



## 1. Normal Map Tiles

The Victims have to connect tiles to make linked routes, since, as mentioned, running from tile-to-tile requires a connected path.



## 2. Decoder Tiles

The Victims can perform Decode on this tile. If the Victim successfully decodes the password, they will receive a Number token. Afterwards, place a Decoder token on that tile. If a Victim successfully decodes on the Decoder tile with a Decoder token on it, they will receive a Symbol token instead.



## 3. Corpse Tiles

Victims can perform Search on this tile to search for Item cards (No limit).



## 4. Curse Tiles

If a Victim draws the Curse tile or runs past the Curse tile, they must draw 1 Event card and show it to everyone before they may continue. Also, the Evil can warp between Curse tiles.



## 5. Bunker Tile

If a Victim runs to this tile, they must draw a Gate Token and place it face-up on the Bunker Board. The number on the Gate Token indicates the equation you will have to make by gathering Number and Symbol tokens. When you arrange them successfully from left to right, you immediately get into the Bunker.



## 6. Test Tiles

There are 4 types of Test tiles (AGI, VIT, INT, and LUK). Victims on the Test tile can move in any direction to get to a nearby tile. If a Victim runs to the Test tile, they must stop and test their status based on the type of Test tile before they can continue running. If the Victim passes, their tested status value will increase by 1 point. If they fail, they must stop running and will receive 1 Wound.



For example, if a Victim with 3 AGI runs to an AGI Test tile, they roll a dice. If the result on the dice is 3 or more, they pass, and their AGI increases by 1. However, if the result is 2 or less, they must stop and will receive 1 Wound.

## 7. Herb Tiles

When the Herb tile is drawn, place it on the table with a Herb token on it. When a Victim runs to this Herb tile, they can pick up the Herb token to heal their Wound (1 Wound requires 1 Herb token). The Herb token will then be removed from this tile.



## 8. Crashed Plane Tiles

When the Crashed Plane tile is drawn, place it on the table with a Black Box token on it. When a Victim runs to this tile, they can pick up the Black Box token to draw 3 Item cards. The Black Box token will then be removed from this tile.





# The Victims



**Flexible (Active skill):** After Running, Rolita tests her AGI to perform Run again. However, the number of steps she takes is half the total result of the dice rolled, rounded up.  
*-If this skill is used after an Event card that affected Rolita's Running (Snow for example), the result by the Event is halved (Rounded up).*



**Cheer Up (Passive skill):** When her teammates perform Run, they may take 1 extra step.  
*-The effect starts applying when Rolita's AGI reaches 5.*  
*-If her teammates perform Run and test their AGI and roll a 0, they may take 2 steps (1+1), but they cannot draw a new Map Tile.*  
*-This Skill only affects Running (doesn't affect Crawling).*  
*-If an Event card had affected her teammates (Snow, for example), they take 1 extra step after their result has been modified by the Event.*



**Tools Master (Active skill):** Discard an Item card to increase LUK, INT, VIT or AGI by 1.  
*-This skill can be used on Diego or other Victims on the same or adjacent tiles with a connected path.*  
*-You cannot discard equipped Item cards to activate this skill.*



**Lucky (Passive skill):** When Diego successfully performs Search, he receives an extra Item card.  
*-The effect starts applying when Diego's LUK reaches 5*



**Smart Link (Active skill):** All other Victims may perform an extra Main Action until Lucien's next turn.  
*-The Victims affected by Smart Link cannot perform duplicate actions, as normal.*  
*-Place a Smart Link token on his board. Remove it at the start of his next turn.*



**Perfect Code (Passive Skill):** When Lucien successfully perform Decode, he receives 2 tokens instead.  
*-The effect starts applying when Lucien's INT reaches 5.*  
*-If he decodes on a tile without a Decoder token, he receives 1 Number token and 1 Symbol token.*  
*-If he decodes on a tile with a Decoder token, he receives 2 Symbol tokens.*

# The Victims



**Ground Analyze (Active skill):** Anya gives a Ground Analyze token to one of the Victims. That Victim can automatically pass the tests on all Test tiles they run past this turn.



-This skill can be used on Anya or other Victims on the same or adjacent tiles with a connected path.



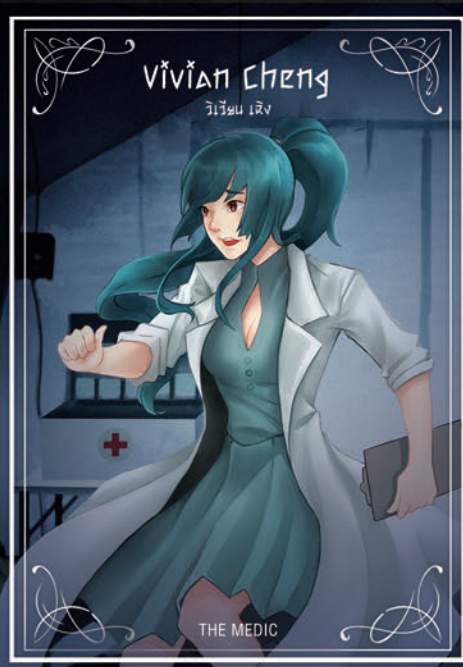
-The Victim with the Ground Analyze token still receives all the status boosts they would have received by passing the tests.

-Remove the Ground Analyze token from the Victim at the end of their turn.



**Photo Flash (Passive skill):** At the beginning of Anya's turn, she may look at the top 3 Map tiles on a single Map pile and put them back on top or the bottom of the pile in any order.

-The effect starts applying when Anya's AGI and LUK reaches 3.



**Self Heal (Active skill):** Vivian tests her INT. If the result is equal to or greater than 3, she Heals herself 1 Wound.

-This Skill is not counted as the basic Main Action: Heal, so Vivian can use Heal and this Skill in the same turn.

-This Skill can be used to remove a debuff, just like Heal.



**Adrenaline Rush (Passive skill):** After the Evil attacks Vivian, she can Run without using Action points.

-The effect starts applying when Vivian's INT and AGI reaches 3.

-After she tests her VIT to determine her Defense points, whether she successfully defends or not, Vivian tests her AGI, then takes steps equal to the result.

-Vivian cannot draw new Map tiles when using this Skill.

-This Skill does not apply if Vivian is Critically Injured.



**Shooting (Active skill):** Sean can shoot the Evil to reduce the Evil's action point by 1 (this effect lasts for 1 turn), recharge for 1 turn after use.

-This skill can target the Evil on the same or adjacent tiles with a connected path.

-When Sean uses this Skill, place a Bullet token on the Evil's board. Remove it at the start of Sean's next turn, also place a Shooting token on Sean's board. Flip the token on his tile face-down at the beginning of his next turn (to indicate recharging). Remove it from his board at the start of his next turn after the token is flipped face-down.

-Sean cannot shoot the Evil with a bullet token on their tile.



**Brave (Passive skill):** If Sean is on the same tile as other Victims, the Evil must attack him.

-The effect starts applying when Sean's VIT reaches 5.

-This Skill doesn't affect the Evil's Attack or Active skills that affect more than one Victim.

# The Evils



**Blood Smell (Passive skill):** If there is currently a Victim with at least 1 Wound (in the game), the Werewolf may re-roll his dice when he Hunt or Attack.

Upgrade: Switch the dice used for Hunt or Attack (D6) with a D10 dice.

-Can only re-roll once per turn.



**Target (Active skill):** Use 1 stamina and the initial Attack power 2. Place the Yellow token on 1 Victim's board on the same tile. That Victim receives the Target status and immediately gets attacked. If the Victim with the Target status performs Run, the Werewolf may roll the Evil dice and perform Hunt without using Action Point.

Upgrade: Attack +1, the Werewolf may target more than 1 Victim.

-Before upgrading, only 1 Victim may have the Target status. If the Werewolf targets a new Victim, the first Victim loses the Target status.

-If the Werewolf uses this Skill to move and they reach a Test tile, they must stop moving.



**Double Slash (Active skill):** Use 2 stamina and the initial Attack power 3. The Werewolf attacks a Victim on the same tile twice.

Upgrade: Attack +1, the Werewolf attacks 3 times instead.

-If the Werewolf uses this Skill to attack, the Victim tests their VIT twice (three times if upgraded) to determine Defense points.



**Wolf Bite (Death skill):** Use 3 Rage, the Werewolf enslaves a Critically Injured Victim on the same tile. The Enslaved (Red token) is placed on the enslaved Victim's board to indicate this. The enslaved Victim is now on the Evil's side. They can only perform 2 actions: Hunt and Attack. These will be done by rolling the Evil dice.

-The Enslaved Victim uses the same Evil dice as the Werewolf (D10 if Blood Smell is upgraded).

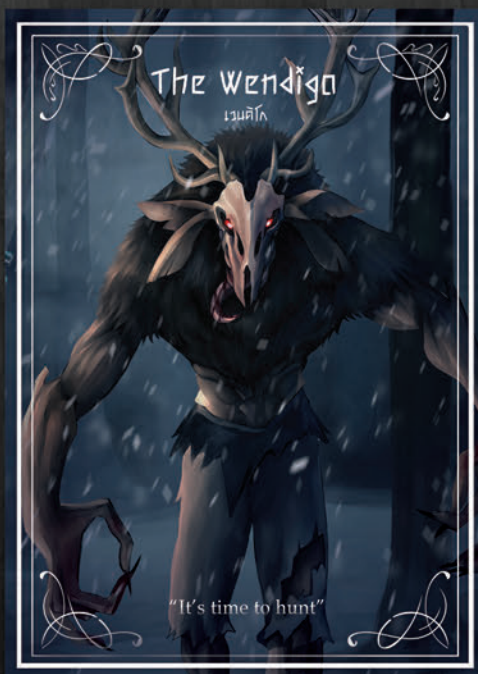
-The Enslaved Victim has the same movement restrictions as the Evil.

-The Enslaved Victim may not upgrade Skills, will not gain Rage points, and has no Stamina.



**Frenzy (Passive skill):** The Wendigo can Attack all Victims on the same tile as him.

Upgrade: Switch the dice used for Hunt or Attack (D6) with a D10 dice.



**Ambush (Active skill):** Use 1 stamina and the initial Attack power 2. The Wendigo may use this Skill to perform Hunt again. If he arrives at the same tile as a Victim, he attacks 1 Victim on that tile.

Upgrade: Attack +1, if the Wendigo performs Hunt through this Skill, it can move through the obstacles.

-If the Wendigo reaches a Test tile with Ambush, he has to stop moving, but if there is a Victim on that Test tile, the Wendigo attacks that Victim as per normal.



**Madness Crash (Active skill):** Use 2 stamina and the initial Attack power 2. The Wendigo moves in a straight line, through obstacles, towards the end of the Map tiles of its controller's choice, attacks all Victims in his way.

Upgrade: Attack +1, the Wendigo can move through the Test tiles with this Skill.

-If the Wendigo reaches a Test tile with Madness Crash, he has to stop moving (if the Skill has not been upgraded), but if there is a Victim on that Test tile, the Wendigo attacks that Victim as per normal.

-The Wendigo cannot stop midway while using this Skill. He has to stop at the last tile in its path.



**Fresh Meat (Death skill):** Use 3 Rage, remove 1 Critically Injured Victim on the same tile as the Wendigo from the game, then place the Meat (Red token) on the Evil's Board. This token gives The Wendigo +1Attack for all Attacks.

-When performing Attack, If the result is the Rage symbol, the number of attack power that he apart from gaining 1 Rage level, your Attack power will be 0+1.

# The Evils



**Voodoo Doll (Passive skill):** The Witch can Attack 1 Victim on the same or adjacent tiles as it. If successful, she gets +1 Stamina.

Upgrade: Switch the dice used for Hunt or Attack (D6) with a D10 dice.

-The Witch can attack a Victim on an adjacent tile without a connected path.



**Corpse Explosion (Active skill):** Use 1 stamina and the initial Attack power 3. The Witch uses a spell to detonate a Corpse tile, attacking 1 Victim on that tile or its adjacent tiles.

Upgrade: Attack +1, after using this Skill, place the Corpse Explosion (Yellow token) on the targeted Corpse tile.

The Victims can no longer perform Search on that tile (May mark up to 6 tiles).

-The Witch can attack a Victim on an adjacent tile without a connected path.

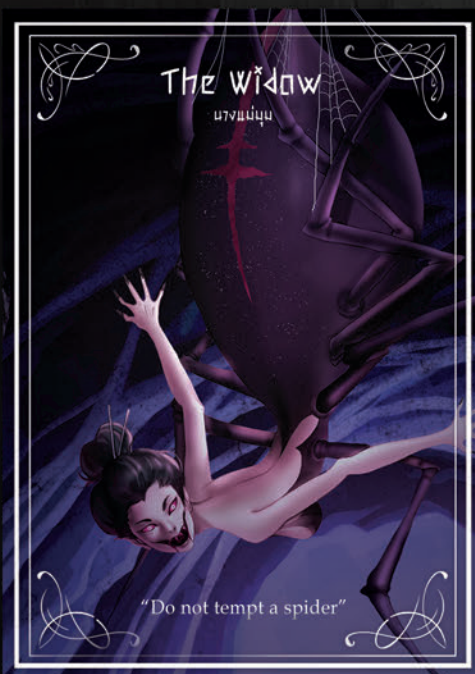


**Thunder Call (Active skill):** Use 2 stamina and initial Attack power 3. The Witch calls down lightning to strike a Decoder tile, attacking all Victims on that tile.

Upgrade: Attack +1, after using this Skill, place the Bolt (Red token) on the Decoder tile that has been struck by lightning. The Victims can no longer perform Decode regularly on that tile. The Victim may perform Decode to remove the Red token.



**Blood Curse (Death skill):** Use 3 Rage, remove 1 Critically Injured Victim on the same tile as the Witch from the game, then all Victims without a Wound token receives 1 Wound.



**Venom Claw (Passive skill):** If you successfully Attack, the Victim receives the Poisoned debuff (Yellow token). When a Poisoned Victim undergoes a Test, performs an Action or Skill, subtract 1 from the number of dice they may use.

Upgrade: Switch the dice used for Hunt or Attack (D6) with a D10 dice.

-The Poisoned debuff doesn't affect the Victim's status (LUK/INT/VIT/AGI), but it directly affects the number of dice to be rolled. It affects all actions that include testing a status, such as Running, Healing, Decoding, etc.



**Spider Web (Active skill):** Use 1 stamina and initial Attack power 2. Place the Web (Red token) on an unoccupied Map tile. When a Victim moves past that tile, they have to stop moving and will receive the Poisoned status.

The Widow immediately attacks the Victim. The Web is then removed from the tile.

Upgrade: Attack +1, the Widow can place 2 Webs with this skill instead of 1.

-There can only be up to 6 tiles affected by Spider Web at a time. If there are already 6 tiles affected and the Widow uses Spider Web, its controller can remove a Web of their choice from the Map.

-If the Victim successfully defends, they can continue Moving. If not, they must stop on this tile.



**Poison Mist (Active skill):** Use 2 stamina and initial Attack power 3. The Widow attacks up to 2 Victims on the same or adjacent tiles.

Upgrade: Attack +1, if successful, the defending Victim becomes Poisoned.

-The Widow can attack Victims on adjacent tiles without connected paths with this Skill.



**Toxic Scar:** Use 3 Rage, remove 1 Critically Injured Victim on the same tile as the Widow from the game, then all other Victims become poisoned.

# The Evils



**Shadow Rush (Passive skill):** The Doppelganger performs Hunt, he can choose to share the steps to take between the Main body and the Shadows (Red token) however they like, but He may only Attack 1 Victim at a time.

Upgrade: Switch the dice used for Hunt or Attack (D6) with a D10 dice.

-After being possessed by the Doppelganger, Place the Shadow (Red Token) on the same tile as the Main body.



**Dark Thorn (Active skill):** Use 1 stamina and initial Attack power 2. The Doppelganger attacks all Victims on the same tile as the Main body and his Shadows.

Upgrade: Attack +1, if the attack is successful, the Doppelganger can immediately Hunt again.

-Even if the Main body and a Shadow are on the same tile, the Doppelganger attacks the Victim only once.

-After upgrading, the Attack action can be repeated once.



**Swap Dimension (Active skill):** Use 1 stamina and initial Attack power 2. Swap 1 Victim with the Main body or his Shadows in 3 tiles from him, then immediately attack that Victim.

Upgrade: Attack +1, if the attack is successful, the Doppelganger can immediately Hunt again.

-After the upgrade, the Hunt action can be repeated once.



**Mimic Body (Death skill):** Use 3 Rage, remove 1 Critically Injured Victim on the same tile as the Doppelganger or a Shadow from the game, then place one Shadow (Red token) enters the game on that tile.



**Shock (Passive skill):** If the attack is successful, the Victim receives the Fear debuff (Yellow token).

Victims with Fear status cannot use their Passive Skills.

Upgrade: Switch the dice used for Hunt or Attack (D6) with a D10 dice.

-The effect of Fear will occur after the Evil's turn. Example: Vivian got attacked successfully, then she gets Fear, but her Passive skill (Adrenaline Rush) can still be used for that turn.



**Terrifying Dance (Active skill):** Use 1 stamina and initial Attack power 2. The Ghost attacks up to 2 Victims on the same or adjacent tiles.

Upgrade: Attack +1, if the attack is successful, the Victim receives the Fear.

-The Ghost can attack Victims on adjacent tiles without connected paths.



**Behind You! (Active skill):** Use 2 stamina and initial Attack power 2. The Ghost teleports to any tile with a Victim on it then attacks that Victim.

Upgrade: Attack +1, if the attack is successful, the Victim receives Fear.



**Haunt Humming (Death skill):** Use 3 Rage, remove 1 Critically Injured Victim on the same tile as the Ghost from the game, then all other Victims receive Fear.

# The Tokens



## Wound Token

-When a Victim receives a wound, place this token on their Victim's board (1/Wound).



## Bullet Token (Sean and the Gun card)

-When Sean uses Shooting OR when a Victim uses the Gun card, place this token on the Evil's board to reduce 1 Action point for 1 turn.



## Hammer Token

-When a Victim uses the Hammer card, place this token between 2 tiles to create a path where only the Victims may pass through.



## Smart Link Token (Lucien)

-After Lucien uses Smart Link, place this token on Lucien's board. His teammates each receive 1 extra Action that turn.



## Ground Analyze Token (Anya)

-After Anya uses Ground Analyze, place this token on any Victim. That Victim can automatically pass the tests on all Test tiles they run past this turn.



## Shooting Token (Sean)

-After Sean uses Shooting, place this token face-down (recharge) on Sean's board until the end of Sean's next turn.



## Decoder Token

-When a Victim successfully performs decode, place this token on the Decoder tile.



## Yellow Token

-When the Evil uses a Skill that has Debuff or affects a Special tile. Place this token on the Victim's board or affected tile.



## Red Token

-When the Evil uses a Skill that has Debuff or affects a Special tile. Place this token on the Victim's board or affected tile.



## Purple Token

-When the Evil Upgrades a skill. Place this token on the upgraded Skill.



## Number Token

-After Decoding successfully (Decoder tile that does not have Decoder token placed) receive 1 Number token.



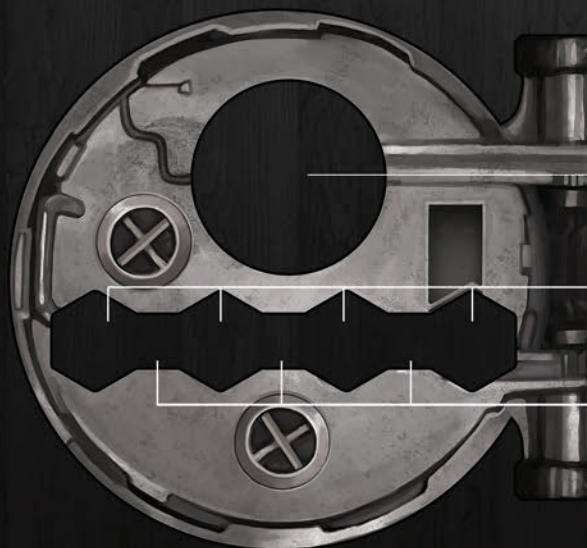
## Symbol Token

-After Decoding successfully (Decoder tile that has Decoder token placed) receive 1 Symbol token.



## Gate Token

-After finding the Bunker tile, randomly pick up the Gate token. Then placed it on the Bunker Board to show the total of the Number that must be achieved this game.



## Bunker Board

-After finding the Bunker tile, placed on the Gate token on this area.

-After performing Enter password, place the Number token on the Bunker Board.

-After performing Enter password, place the Symbol token on the Bunker Board.

# The Item Cards



Item cards with this icon must be discarded after use (3 cards each).

**Aid Box:** Heal 1 Wound on the target (The user can choose themselves).

It can be used even if in Critical Injury status.

-The user chooses any Victim on the same or adjacent tile with a connected path

**Firework:** Protects the user when getting attacked by the Evil once (can be used on the Evil's turn).

-This card must be used before Defending (roll the dice by VIT value).

**Flashlight:** The user looks at the top 3 Map tiles on a single Map pile and put them back on top or the bottom of the pile in any order.

**Manual:** The user can re-roll any selected dice when performing any test (can be used on the Evil's turn).

**Gun:** The user places 1 bullet token on the Evil's board this turn, the Evil's Action point is reduced by 1.

-Only usable if the Evil is on the same or adjacent tile with a connected path.

**Hammer:** Creates a connected path between 2 Map tiles (for the Victims only).

-This is done by placing a Hammer token between the tiles.



Item Cards with this icon are wearable Item cards (1 card each).

**Amulet:** Gives the Victim 1 bonus LUK point during a LUK Test tile or performing an Action by testing their LUK Value.

-Add the bonus point after rolling the dice.

**Calculator:** Gives the Victim 1 bonus INT point during an INT Test tile or performing an Action by testing their INT Value.

-Add the bonus point after rolling the dice.

**Jacket:** Gives the Victim 1 bonus VIT point during a VIT Test tile or performing an Action by testing their VIT Value.

-Add the bonus point after rolling the dice.

**Shoes:** Gives the Victim 1 bonus AGI point during an AGI Test tile or performing an Action by testing their AGI Value.

-Add the bonus point after rolling the dice.

# The Event Cards

**Wild Animals:** Each Victim on a corpse tile discards one of their Item cards. Otherwise, they receive 1 Wound.

**Thunderclap:** Each Victim on a Decoder tile discards one of their Item cards. Otherwise, they receive 1 Wound.

**Dark Curse:** The Evil gets 1 extra Rage point. If this card is drawn before the Curse Phase, The Victims on the Curse tile receive 1 Wound.

**Insect Swarm:** Each Victim on the test tile undergoes the test again.  
-If the Victim passes, their tested status value will increase by 1 point.  
-If they fail, they will receive 1 Wound.

**Crow's Cry:** All Victims become unable to use skills until the end of turn.  
-The effect from the Skill token on Victim's board before the event will still work.

**Hail:** Each Victim chooses to discard half of their Item cards held (rounded down).

**Snow:** The number of steps that each Victim can take by performing Run is halved (rounded up).  
-The bonus steps from the item card or Victim's passive skill is added after the event result.

**Stress:** Each Victim selects 2 of their statuses (LUK/INT/VIT/AGI). Decrease the value of one of the chosen their statuses by 1 point and increase the value of the other by 1 point.

**Darkness:** The Evil's Darkness spreads out over the forest, the Victims immediately lose.



HEXA HOUSE

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