



A GAME BY MAURO CHIABOTTO
RULEBOOK



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GAME OVERVIEW - READ CAREFULLY BEFORE DOING ANYTHING

This game is structured as a campaign and contains various hidden elements (punchboards, cards, boxes). It is very important that you do not examine or reveal any of these components until explicitly instructed to do so by the game. The choices you make during your adventure can influence future Scenarios. It will not be possible to discover every Scenario in a single campaign run, so don't worry if some components remain unused at the end of your campaign. You may continue reading this rulebook to familiarize yourself with the basic components needed for the first Scenario. However, always stop immediately when you see this icon: . If you continue prematurely, you may spoil surprises or reveal rules intended for future Scenarios.

COMPONENTS



1 Rulebook: This contains the rules of the game. Carefully read it following the instructions, especially the  message.



10 Storybooks: Each booklet contains all the possible interaction Paragraphs for 1 Scenario. *Don't look at them yet.*



1 Chronicle Diary: This will be used to save your progress during the campaign and record data to correctly read the epilogue of your story.



1 (double side) Game board: This includes a board grid (with grid cells, each one indicated with coordinates) for building each Scenario's map with the matching Map tiles, a Timer track (on top), and slots for various card decks (on the left).



1 Story deck A: This will guide you through Scenario A, providing map setups, Objectives, Special Quests, and 1 Rule card. *Don't look at them yet.*



1 Identifier card A: This card is simply used to identify the A deck. *Leave this card in the box.*



40 Action cards: These describe various Actions that your Characters may perform during the game. *You may look at their fronts.*



4 Character cards: These represent the playable Characters, indicating their IDs, names and ability icons. *Don't look at their fronts yet.*



65 Item cards: These represent the items you may find during the campaign. Each Character may have up to 4 Item cards on the right side of their Character board. *Don't look at their fronts yet.*



2 Deck Cover card: This prevents players from accidentally viewing the last Item or map card and spoiling upcoming surprises.

Place one card at the bottom of the Item and the other one on the bottom of map decks.



6 Menace cards: These represent the behavior of various menaces encountered during the first Scenario. You will use different Menace cards during the campaign. *Don't look at their fronts yet.*



109 Map cards: These are placed on the Character boards as a result of strenuous actions and represent the first type of **Penalty card** encountered in the game. *You may look at their fronts.*



4 Character boards: Each card represents a portion of the game map. The Story cards indicate how to place them on the game board. *Don't look at their fronts yet.*



1 punchboard of Utility counters: This contains many useful counters that you will punch out during the campaign. *Keep it folded and don't look at its front side.*



10 Event counters: These are placed on the map during the Scenarios, causing players to read a specific Paragraph when a Character steps on them.



4 Character standees: These indicate the Character's positions within the spaces on the Map cards.



16 Snowflake counters: These represent the Menace you will face during the first Scenario. They have 2 sides, indicating their Active and Inactive status.



1 First Player counter: This indicates the player who plays first during a round.



1 Cover tile: This is placed on the unread Story cards to cover their text and avoid spoilers. *Its beveled angle lets you see the number on the card beneath it.*



8 Drop counters: These counters, divided into pairs, are used to keep track of any items dropped onto the Map cards.



15 Consumed cubes: These are generally used to mark a Utility counter that a Character has interacted with. During the campaign, they are also used to rule enemy behaviours.



1 Timer token: This is used on the Timer track to record the number of rounds that remain to complete a Scenario.



26 Plastic bases: These are used to build the various standees, to place and move them on the map (16 gray, 6 white, 1 blue, 1 red, 1 yellow, and 1 green).

ADDITIONAL COMPONENTS

The following components are not used in Scenario A. Keep them in the box: they will be needed in future Scenarios or at the end of the entire campaign.



5 Secret boxes: Each box is marked with a letter and contains additional components to reveal when the game instructs you to open it. *Don't open them yet.*



11 NPC cards: These represent the non-player Characters you may encounter throughout the game.



Plastic bags: These will be used to store the revealed components in the box.
They'll be your best friends when it comes to finding tokens. Learn to love them!



Menace ID counters: These counters are placed into the Menace miniatures to show their corresponding ID on the map.
They are only needed if you have the miniatures; otherwise, you can ignore them.



16 Loot counters: These counters are used to keep track of the loot dropped by enemies.



56 Life Point counters: These counters are used to keep track of the figure **life points** during the game.



5 Combat cubes: These are used to mark spaces hit by weapons.



4 Character Life Point tokens: These tokens are used to track the Characters' **life points** during the game.



8 Replayable Scenario counters: These are used in the Replayable Scenario mode.



1 Replayable Scenario storybook: This is used in the Replayable Scenario.



1 Story deck REP: This will guide you through the Replayable Scenario, providing map setups and Objectives.

GENERAL SETUP

Perform the following steps at the beginning of each Scenario. Additional rules may be provided on the corresponding **Story cards** or in a dedicated section of this rulebook for that specific Scenario.

- 1 Place the **game board** on the table, on its front side. Leave some space on the right side for the discard piles of the decks, which we will place in the following steps.
- 2 Put the **Story cards** matching the Scenario you're playing (Story card with A in the top left corner, like A-01, for Scenario A) face up on the matching space of the game board, without shuffling or looking at them. Cover them with the **Cover tile** to avoid spoilers.
- 3 Create the Menace deck by shuffling the **Menace cards** matching the Scenario you're playing (i.e, ME-1) and placing it on the matching space of the game board.
- 4 Place the **Item cards** face down on the matching space of the game board without looking at them. Sort them in ascending order, with the lowest number on top and **1 Deck Cover card** on the bottom.
- 5 Create the Action deck by shuffling the **Action cards** and placing it on the matching space of the game board.
- 6 Place the **Map tiles** face down near the game board without looking at them. Sort them in ascending order, with the lowest number on top and **1 Deck Cover card** on the bottom.
- 7 Place the **4 Character boards** near the game board, leaving enough space to collect 4 Item cards on their right side.



- 8 Place the **Storybook** matching the Scenario you're playing (A for Scenario A) and the **Chronicle Diary** near the game board, making sure that all players can reach them.

Create the general reserve near the game board with:

- face-down **Character cards**
- face-up **Penalty cards**
- available **Utility punchboards**
- **Event counters**
- **First Player counter**
- **Timer token**
- **Consumed cubes**
- **Plastic bases**
- **Drop counters**
- **Snowflake counters**

- 10 Each player draws **Action cards** from the Action deck to form their starting hand, based on the number of players:

# PLAYERS	ACTION CARDS
1	10
2	7
3	6
4	5
5	4

Each player keeps their hand revealed in front of them, so all players can look at each others' hands of Action cards at any moment.

- 11 Read the pages corresponding to the current Scenario, as they may include additional setup rules.

GOAL OF THE GAME

The story of *The Eternaut* is told over a series of 6 games. The goal is to survive until the end of the campaign by playing through each Scenario, keeping the Characters alive and completing the Objectives revealed during play. Completing Objective cards unlocks new Objectives and may trigger an end-of-game condition. The way to win a Scenario is never immediately obvious: it's up to the players to choose the path that seems best to them.

GAME ROUNDS

Each game lasts a certain number of rounds, determined by the starting position of the **Timer token** on the Timer track, which varies depending on the Scenario. At the beginning of each Scenario, the **Storybook** will indicate where the Timer token starts on the track. When the token reaches the final space (marked with a clock), the Scenario immediately ends and you will usually have to read a specific Paragraph from the “*If Failed*” section of the Objective card currently in play.

Each round is divided into a variable number of player turns. Before starting the first round, after looking at your starting Action cards, freely choose the first player and give them the **First Player counter**. That player will keep the token for the entire game.

GAME TURNS

Starting with the first player, each player takes a turn as the active player, performing the following 4 steps in order:

1. DRAW ACTION CARDS

The active player draws **Action cards** from the Action deck until they reach their hand limit plus 1 card. Usually, this means drawing 1 card per turn, but certain effects may force players to discard Action cards from their hand, so there may be cases where more than 1 card is drawn during this step to refill the hand.

REMEMBER

→ When the Action deck runs out, simply reshuffle the discarded Action cards to form a new deck.

2. [OPTIONAL] EXCHANGE CARDS IN HAND

The active player may draw 5 **Action cards** from the **Action deck** and add them to their hand. Then, they must discard 5 Action cards (which may include any of the cards they just drew) and place 1 **Fatigue card** on an empty card slot of any Character board.

REMEMBER

→ Fatigue cards can be assigned to any Character, including the one who will receive the Action card in Step 3.

- If the active player chooses to exchange cards in this step, they must still carry out the other 2 steps of their turn.
- If the deck has fewer than 5 cards, draw only the cards available, if any.



The active player decides to exchange Action cards from their hand: They draw 5 new cards 1 and they choose which 4 cards to keep, discarding 5 cards 2. Then, they give 1 Fatigue card to Eduardo, placing it on his Character board 3.

3. PLAY AND RESOLVE 1 ACTION CARD

The active player plays 1 **Action card** of their choice from their hand and places it on the **Character board** of their choice. Then, they may resolve the effect of the Action card with that Character. Action cards allow Characters to interact with other elements of the game, and their effects will be explained in the following sections.

REMEMBER

- An Action card can be placed on a Character board even if there are already 4 cards on it (not counting Character and Item cards).
- The active player must play a card during this step, but may choose to skip its effect entirely. However, if they choose to resolve the card, its effect must be carried out in full.



The active player plays “Coordination” on Eduardo. Since his card slots are all empty, the active player places the card in the top slot. Then, they decide to resolve the card’s effect.

4. CHECK THE END OF THE ROUND

The active player must check if there is at least 1 **Character board** with 4 or more Action and/or Penalty cards on it. If so, this triggers the end of the round. Otherwise, the player to their left becomes the next active player and starts their turn.

REMEMBER

→ The end of the round is not triggered immediately when a fourth card is placed on a Character board during Step 3. It is only checked at the end of Step 4 of the active player's turn. Some effects played during Step 3 may reduce the number of cards on a Character board (such as "Take a Break", which removes Fatigue cards from the Character board). Therefore, it's possible for a Character board to temporarily reach 4 or more cards during Step 3 but return to fewer than 4 by the time Step 4 occurs, thus avoiding the end of the round.

END OF THE ROUND

The player who triggers the end of the round must perform the following steps:

1. Collect all **Action cards** from all **Character boards** and place them face up in a discard pile to the left of the Action deck. **Penalty cards**, like Fatigue cards, remain on the Character boards: resolve their effects now, if any.
2. Move the **Timer token** 1 space to the left on the **Timer track** (towards the clock icon). If it reaches the clock space, the Scenario immediately ends.
3. Reveal 1 **Menace card** from the top of the Menace deck and apply its effect. Some **Menace cards** feature multiple effects based on the current round number: read and resolve only the section that matches the current round (indicated by the number currently covered by the Timer token). Once resolved, discard the **Menace card**. If the Menace deck runs out, reshuffle the discarded **Menace cards** to create a new Menace deck.

REMEMBER

→ Do not pass the First Player token. It is only used to track the first player at the beginning of the game.

FORMING A PARAGRAPH NUMBER

Many game components are marked with a 3-digit identification number, called an **ID** (e.g., **001**). When you want to create an interaction between 2 entities, you must combine their IDs to form a 6-digit Paragraph number.

Always place the lower ID first, followed by the higher ID.

After forming a Paragraph number for the result of an action, open the **Storybook** of the Scenario you're playing, find the Paragraph with that number, and read it aloud. You must follow all the instructions it contains. These may include drawing, reading, or discarding specific cards, making choices, or performing a **Skill Test**.

REMEMBER

→ If an interaction is not linked to a specific ID, the corresponding Paragraph in the Storybook will use a generic **XXX (ANY INTERACTION)**.

→ If an interaction is restricted to **Characters** only, but not to a specific **Character ID**, the corresponding Paragraph will use a generic **9XX (ANY CHARACTER)**. In these paragraphs, "the Character" or "the current Character" refers to the Character who is performing the current action.

→ Not all interactions have a corresponding Paragraph. If so, the action simply has no effect and is wasted.



The active player plays "Rummage" on Eduardo **901** to interact with the wrecked car **232**. The corresponding Paragraph to read is 232-901.

ACTION CARD EFFECTS

Action cards and many other components have effects that describe how the Characters interact with the game.

[MOVING ON] MOVE A CHARACTER

This effect allows you to move a Character up to the number of spaces indicated by the Action card. Each Map tile is divided into 4 spaces, separated by white lines. When a Character moves, the following rules apply:

Characters can:

- Move only orthogonally (not diagonally);
- Move up to a number of spaces indicated by the action;
- Move through a space occupied by another Figure (Character, NPC and/or Enemies), but they cannot end their movement there;
- Move through Utility counters marked with a
- Move through Utility counters marked with a
- Move through Utility counters marked with a

Characters cannot:

- Move outside the revealed map cards;
- Move diagonally;
- Move through walls or Utility counters marked with a
- End their movement in a space occupied by another Figure (Character, NPC and/or Enemies), though they can move through it;
- Move through or end their movement in a space with a Utility counter marked with a

REMEMBER

→ Characters must stop their movement upon entering a space with an Event counter.



The active player plays "Moving On" to move Eduardo **901** up to 3 spaces. In particular:

- He can move to any space marked (that are all in range 3), possibly crossing the door marked **1**;
- He can stop on the Event counter **006** **2** or in the space with the wardrobe **3**, moving through Simon **902** if needed **4**;
- He can't stop in any of the spaces marked ;
- He can't stop in the space occupied by Simon (even though he can move through it) **4**;
- He can't go through a wall or closed door **5**;
- He can't stop or move through a space occupied by a Utility counter marked with a **6**.

[RUMMAGE] INTERACT WITH A UTILITY COUNTER

This effect allows a Character to examine a Utility counter on the map. A Utility counter is a token taken from the Utility punchboard. It is placed (generally) flat on a Map card and has a printed ID on it.

A Character may interact with a Utility counter if any of the following is true:

- If the counter is in their space and does not have a **Consumed cube** on it;
- If the counter is in the same or in an adjacent (orthogonal) space and is marked with a ;
- If the counter is in the same or in an adjacent (orthogonal) space and is marked with a : this indicates an opening (such as an open door), which can be crossed freely. A Character may interact with it from either side, as if it were in their own space;
- If the counter is in the same or in an adjacent (orthogonal) space and is marked with a : this indicates an obstacle (such as a closed door or window) that cannot be crossed. However, a Character may still interact with it from either side, as if it were in their own space.

To resolve the interaction, **form a Paragraph number** by combining the IDs of the Character and the Utility counter, then look up and read the matching Paragraph in the **Storybook**.

REMEMBER

- Characters cannot interact with a Utility counter that has a **Consumed cube** on it.
- Characters, Events, and Menaces are not considered Utility counters.
- Sometimes, you may see a Utility counter representing an opening (such as a door or a window) placed on the edge of an unexplored grid cell, shown on the border of an adjacent revealed Map card. In these cases, you may interact with that counter from the revealed side, as if it were in your own space. When the unexplored Map card is later revealed, move that same Utility counter onto the newly placed Map card, in the corresponding position.
- In most cases, the Paragraph will instruct you to place a **Consumed cube** on the Utility counter the Character interacted with. This prevents any further interactions with that counter, but a Character may still use item-based actions that affect it.
- Some interactions with a Utility counter do not depend on a specific Character. In these cases, the Character's ID is replaced with **9XX (ANY CHARACTER)**.



Eduardo **901**:

- Can Interact with the window **215**, because it is in his space.
- Can Interact with the open door **210**, since it is marked with a and Eduardo is in an adjacent space and positioned to one side of it.
- Can interact with the table **227**, because this counter is in an orthogonally adjacent space and is marked with a .
- Cannot interact with the dresser **222**, because although it is in an orthogonally adjacent space, it is not marked with a .
- Cannot interact with the table **226**, because even though it is marked with a , it is not in an orthogonally adjacent space.
- Cannot interact with the broken window **216**, because although it is in an orthogonally adjacent space and is marked with a , Eduardo is not positioned to one side of it.

[RUMMAGE] TRADE ITEM CARDS

This effect allows you to exchange any number of Item cards between the Character assigned the Action card and one other Character within the indicated range.

REMEMBER:

- With this action, you can also move 1 or more Items from 1 Character to another without needing to receive anything in return.
- The Rummage card may be played on either Character involved in an exchange. Even if items are transferred without an exchange, it can also be played on the receiving Character.



The active player plays "Rummage" on Eduardo to make a trade with Simon 1: Eduardo gives him the "Scrap Iron" Item card 011 and Simon gives him the "Piece of Wood" Item card 012 2.

[TAKE ACTION] USE AN ITEM ACTION

This effect allows you to use a Character to perform 1 action listed on an Item card they hold (cards placed on the right side of their Character board), applying its effect to another entity, such as a Utility counter, within the indicated range.

To determine the outcome of your action, **form a Paragraph number** by combining:

- The action ID listed on the right side of the chosen action on the Item card;
- The ID of the targeted entity.

Then, read the corresponding Paragraph from the **Storybook**.

REMEMBER:

- Do NOT use the Item ID located in the top-left corner of the card to create the Paragraph number. That ID refers solely to the item itself, not its actions.
- If an action does not specify any range, it is considered to have Range 0 by default (though this is not written). This means they can be applied to Utility counters in their own space or in orthogonally adjacent spaces if marked with a \oplus .
- You may always perform an Item action on a Utility counter, even if it has a Consumed cube on it.

EXAMPLE



The active player plays "Take Action" on Eduardo to have him use the Item action "Hack" 403 on the table 226. The Paragraph number to read would be 226-403.

[TAKE ACTION] DISCARD X TO DRAW X CARDS

This effect allows each player to discard any number of Action cards and then draw an equal number of new cards.

REMEMBER

- Each player freely chooses how many cards to exchange (the number can differ from player to player).

- Players resolve this action in clockwise order, beginning with the active player.

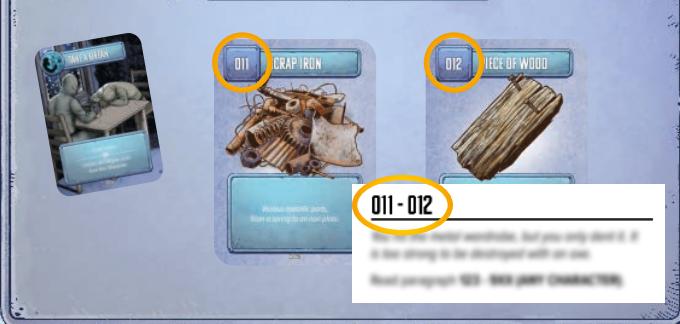
[TAKE A BREAK] CRAFT 1 ITEM

This effect lets you select a Character to choose 2 of their Item cards and attempt to combine them into a better item. To do so, **form a Paragraph number** using the IDs shown in the top-left of the 2 selected Item cards, then read the corresponding Paragraph in the **Storybook**.

REMEMBER

- Crafting succeeds only if you find and draw the Item card indicated in the Paragraph. If the indicated card is not in the Item deck, the crafting attempt fails. In this case, the Character keeps their original items.

EXAMPLE



The active player plays "Take a Break" on Eduardo to craft a new item combining the "Scrap Iron" 011 and the "Piece of Wood" 012. The Paragraph number to read would be 011-012.

[TAKE A BREAK] DISCARD FATIGUE CARDS

Fatigue cards are gained by Characters in various ways during the game. They aren't removed automatically at the end of the round, only through specific effects. This effect allows you to immediately remove all Fatigue cards from the Character performing it, returning them to the general reserve.

REMEMBER

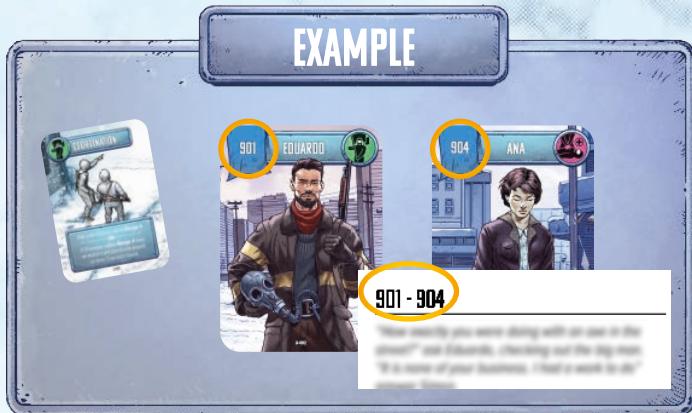
- You can use this action on a Character with 3 or more Fatigue cards to discard all of them without triggering the end of the round, as this is checked only during Step 4.
- Be careful with Characters who have 4 or more Fatigue cards, as they will always trigger the end of the round at the end of each turn, speeding up the game's end very quickly. However, you can always play a "Take a break" Action card on a Character with 4 or more cards to remove them.



The active player plays "Take a Break" on Eduardo to remove the 2 Fatigue cards from his Character board 1. As Eduardo now has only 3 Action cards assigned 2, the end of the round is not triggered during Step 4.

[COORDINATION] TALK WITH ANOTHER CHARACTER

This effect lets you use a Character to talk with another Character. To determine the outcome, combine the IDs of both Characters to form a **Paragraph number**, then read the corresponding Paragraph in the Storybook.



The active player plays "Coordination" on Eduardo 901 to interact with Ana 904. The Paragraph number to read would be 901-904.

[COORDINATION] REPEAT ANOTHER ACTION

This effect lets you use a Character to cause another Character to repeat an Action card played on that other Character during any previous turn.

REMEMBER

- This card is very powerful if you don't currently hold the Action you need but it's already present on a Character's board. It also allows a Character with 3 cards on their Character board to perform an additional Action without ending the round (since the Coordination card is placed on a different Character's board).
- You can use this effect even to repeat another "Coordination," allowing a Character to instruct another Character to repeat an Action card.
- All effects referring to "the Character" or "the current Character" apply to the Character performing the repeated Action, not the one who played the Coordination card.



The active player plays “Coordination” on Ana to cause Eduardo to repeat 1 of his Action cards: the player can choose to have him repeat “Rummage”, “Moving On”, or “Take Action”.

OTHER USEFUL RULES

CALCULATING RANGE

When calculating range (e.g., “within Range 4” or “up to 3 spaces”), count the number of spaces separating the Character performing the action from their target.

To determine this range, find the shortest possible path using standard movement rules:

- Count spaces orthogonally only (not diagonally);
- Count spaces with other Characters;
- Do not count a space with a Utility counter marked with a \oplus ;
- Do not cross walls;
- Do not cross Utility counters marked with a \ominus ;

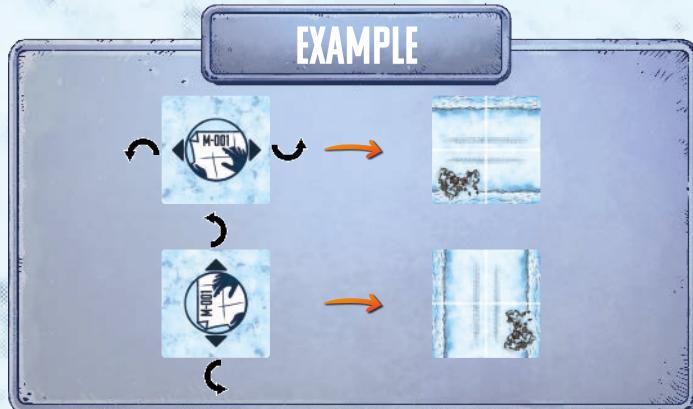


Each number shows the range calculated to each available space from Eduardo’s space. The space marked with the yellow 5 is indeed at range 5 from Eduardo. However, since it contains a Utility counter marked with \oplus , it is not passable by a Character. That’s why the space below it is marked with range 8: to reach it, you need to go around the table.

PLACING MAP TILES

When instructed by a Story card to place Map tiles onto the Scenario map, place them face down.

1. Position each tile at the indicated coordinates (identified by a letter and a number), matching exactly the orientation shown on the Story card.
2. Flip each Map tile following the 2 arrows on its back only when specifically instructed to do so.



Revealing Map tile M-001 according to its orientation on the map.

GAINING ITEM CARDS

When instructed to gain an Item card, search the Item deck for a single copy of the card with the matching number on its back.

- While searching, only look at the backs of cards to avoid spoilers.
- If you find the matching card, place it face-up to the right of the Character board that belongs to the Character performing the current action.
- If the matching card isn’t in the deck, the Character gains nothing.
- Each Character can hold up to 4 Item cards in their personal supply at a time.

REMEMBER

- Some Item cards exist in multiple copies within the deck, allowing Characters to acquire more than one copy of the same item.

DISCARDING ITEM CARDS

If a Paragraph or a Story card tells you to discard an **Item card**, return that card to the Item deck, keeping the deck ordered by number.

REMOVE (OR REPLACE) UTILITY COUNTERS AND CONSUMED CUBES

Certain game effects may require you to remove or replace Utility counters on the map.

When this happens, place the removed counters face down near the game board. If there are any Consumed cubes on them, return those cubes to the general reserve.

DROPPING ITEM CARDS

Items may be dropped by a Character in 3 situations:

- When a player voluntarily chooses to drop them.
- When a Character gains an Item card but already has 4 Item cards in their personal supply.
- When a Character dies.

When this happens, follow these steps using a pair of Drop counters (marked with the same letter):

1. Choose 1 or more Item cards to drop and place them face down near the game board.
2. Place 1 Drop counter from the pair on top of the dropped Item cards.
3. Place the matching Drop counter in the space where the Character dropped the items.

REMEMBER

- If a Character drops an Item card in a space that already contains a Drop counter, simply add the card to the existing pile linked to that counter.
- Players may look at the Item cards associated with any Drop counter at any time.
- In the unlikely event you need more Drop counters than are available, use other tokens to track the dropped items on the map.
- At the end of any Scenario, Item cards under Drop counters are discarded in the Item deck.



As a result of reading a Paragraph, Eduardo obtains an Item card, but he already has 4 Item cards in his supply 1. The active player decides to collect the "Handmade Axe" 045 and drop 1 Scrap Iron 011, so they place 1 of the pair of Drop counters marked "A" on Eduardo's space and the other Drop counter "A" near the game board 2, placing the dropped "Scrap Iron" 011 3 face down beneath it.

GAINING DROPPED ITEM CARDS

At any time during their turn (except while resolving a Paragraph), a Character may collect Item cards linked to a Drop counter in their space. This is not considered an action and does not require playing any card.

REMEMBER

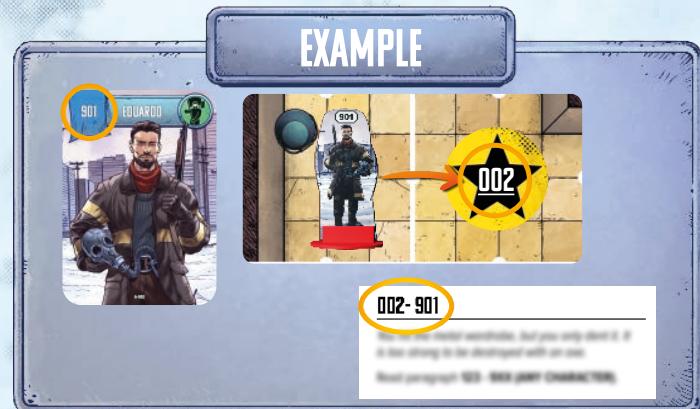
- If all Item cards associated with a Drop counter are collected, return the matching pair of Drop counters to the general reserve.
- A Character may collect items during movement if they pass through a space with a Drop counter, without needing to stop in that space to pick them up. They can collect the items and continue their movement, ending in a different space.

TRIGGERING AN EVENT COUNTER

When a Character moves into a space with an Event counter, they must immediately end that movement action and read the corresponding Paragraph from the **Storybook**. The Paragraph number is formed by combining the ID of the Character and the Event counter.

REMEMBER

- An Event counter remains on the map unless the matching Paragraph or a Story card instructs you to remove it.
- After resolving an Event counter, the Character does not continue that movement action. Any leftover movement is lost.
- If a Character is resolving an Action while already standing in a space with an Event counter (due to having moved there earlier), the Event is not automatically triggered. To activate it, the Character must perform a new Movement action that causes them to enter the space again, as if they were stepping into it for the first time.
- If a Character moves onto an Event counter as a result of an automatic movement triggered by a Story card or Paragraph, fully resolve the effect that caused the movement before triggering the Event counter.



The active player plays "Moving On" on Eduardo 901 to move him into the space with the Event counter 002. The Paragraph number to read from the Storybook is 002-901.

PERFORMING A SKILL TEST

Some Paragraphs will require you to pass a Skill Test to trigger specific effects. Here's how a Skill Test works:

1. Determine the relevant Skill (e.g., Strength), indicated in the Paragraph.
2. Calculate the **Character's Skill value** by starting with the base value shown on their Character card (if any), then, add +1 for each matching Skill icon found on all the cards placed on their Character board.
3. The active player may also discard any number of Action cards from their hand (placing them in the Action discard pile, not on the Character board) to add more matching Skill icons and increase the Character's total Skill value.

Once the final Skill value is determined, read the matching section of the Paragraph as instructed, which will list different outcomes based on the result of the test: read only the section that matches your final Skill value.

REMEMBER

- You may only discard Action cards that have at least 1 icon matching the Skill type required by the test. You cannot discard cards that show only other types of icons.
- Ignore the effects of cards discarded in this way—they are only used to contribute icons for the current Skill Test.

EXAMPLE



Sofia must perform a Science Skill Test. She has a base Science Skill value of 3 (1 from her Character card and 2 from the "Take a Break" Action cards placed on her Character board). The active player discards 1 additional Action card with a matching icon, increasing Sofia's Science Skill value by 1.

Sofia's final Science Skill value is 4.

SKILL ICONS

Each of the following icons represents a specific skill:



AGILITY is the Skill linked to swift movement, dodging, and performing actions like climbing or navigating tricky terrain.



FIGHTING is the Skill related to the use of physical strength and weapons, covering all actions involving combat and direct force.



LEADERSHIP is the Skill that allows you to persuade others to do what you want. It is useful for unlocking dialogue options that would otherwise remain inaccessible.



SCIENCE is the Skill related to understanding technology and interacting with mechanical and electronic components.



SNEAKING is the ability to move quietly and unnoticed. It's useful for avoiding detection by enemies and for delivering stealth attacks.



FIRST AID is used to treat wounds in the field and enhances the effectiveness of medical tools, making healing actions more efficient.

RESOLVING OR FAILING AN OBJECTIVE CARD

At the beginning of each Scenario, the players don't know exactly how to win. Instead, they reveal a series of Objectives (in specific Story cards) which, once completed, unlock new Objectives or trigger the endgame. Each Objective includes a short explanation of how you can succeed or fail at that Objective. At the bottom of the card, you'll find specific instructions on what to do with the Objective when you **succeed** or **fail**.

REMEMBER

- The game refers to Story cards containing an Objective as Objective cards.
- Always carefully read the instructions for every Objective you complete or fail, especially at the end of the game!

FILLING OUT THE CHRONICLE DIARY

The **Chronicle Diary** keeps track of all the key information you'll need throughout the campaign. Each section is dedicated to a specific Scenario, identified by a letter (sometimes followed by a number, like B1 or B2). During the game, you'll be instructed to mark different informations, such as ✓ or ✗ (which represent positive and negative Victory Points, respectively) and record various details that will influence how your campaign unfolds.

Before starting a Scenario, you will be instructed to write the Characters' names and some basic information in the corresponding Scenario section of the Chronicle Diary. When you begin a new Scenario, refer to the previous Scenario section to retrieve the necessary information, then progressively update the current Scenario section during play.

REMOVING COMPONENTS FROM THE GAME

Sometimes during the campaign, the game will instruct you to "remove a component from the game" (such as cards, tokens, or other materials). When this happens, place the component in the Out of Campaign plastic bag. If this is your first Scenario and the bag has not been explained yet, set the component aside and do this at the end of the game.

REMEMBER

→ Components removed from the game cannot be used for the rest of the campaign.

GENERIC PARAGRAPH

As explained for the Rummage action, some paragraphs have been condensed because they contain text that applies in the same way to all Characters. For example, if a generic action produces the same result regardless of which Character performs it, you will not find a Character-specific paragraph in the Storybook. Instead, you will see a single entry with the structure **XXX – 9XX (ANY CHARACTER)**.

You will encounter similar formats, such as **XXX (ANY INTERACTION)** or similar, meaning that no matter which type of interaction you choose with that object, you must read the same single paragraph.

READ CAREFULLY THE TEXT

Always read each Paragraph and Story card carefully. Some cards and paragraphs contain many instructions. A good method is:

1. Read the text once to understand it.
2. As you read it again, immediately resolve each instruction: reveal, remove, replace, add, or discard the listed elements.
3. If the text tells you to read additional cards or paragraphs, place them in front of you first. Then reread the original text and follow the listed items in order, so you don't miss anything.

Pay close attention to every instruction to avoid skipping any step or detail during gameplay.

START THE FIRST SCENARIO

These are the core rules you need to start the campaign. Starting on the next page, you'll find a couple of pages for each Scenario introducing new rules, especially those related to the menaces you'll face in each game.

You can go ahead and turn the page to read the rules for Scenario A, the first one you'll play, so you're ready to begin.

If you're just reading through the rules in preparation for a future session, you can wait and go over those pages with the other players right before you start playing (there aren't many).

Here are some tips to help you get the most out of your experience:

- All revealed information on the table is available to everyone, but the best path to victory is rarely obvious.
- The game will often present you with complex moral choices. Keep in mind that many decisions will have a significant impact on the course of the Scenario and on your Characters' mental state. Some choices may unlock (or lock you out of) important parts of the story.
- Take your time to talk things through. Remember: a single person can do little alone, but a group can reason far more effectively.
- You are not your Characters. Try to let them interact naturally with each other to discover who they are and what they want. They may hide information or push you toward choices based on their own needs, which don't always match yours.
- Each Scenario introduces new threats and rules. It is up to you to decide whether you prefer to perform the setup and read the new rules only when you encounter something new (such as a new card type, a game mechanic, or an enemy), or to read everything beforehand so you do not lose time during your play session. The second option is more efficient but will naturally contain spoilers.

STOP READING

SCENARIO A - ADDITIONAL RULES

This page contains the rules introduced in Scenario A.

MENACE: DEADLY SNOWFLAKES

During Scenario A, you will face a deadly menace represented by the **Snowflake counters**. These tokens represent snowflakes entering indoor spaces. All outdoor spaces (such as snowy roads) are already covered in snow, so for the purposes of the following rules, treat them as if they contain a Snowflake counter.

SET UP THE SNOWFLAKE RESERVE

Place all the Snowflake counters in a reserve near the game board. Each counter has 2 sides, used to indicate whether the snow in that space is active or not.

ADDING SNOWFLAKE COUNTERS TO THE MAP

The game may instruct you to place Snowflake counters in building spaces on the map (referred to as “indoor spaces”), using 1 of the 2 sides:



ACTIVE: if the space is orthogonally adjacent (either directly or through a chain of Snowflake counters) to a Utility counter marked with a

INACTIVE: in all other cases.



REMEMBER

- Each space may contain only 1 Snowflake counter, even if it's already occupied by a Utility counter marked with
- If you're instructed to place a Snowflake counter in a space that already contains one, simply ignore the instruction.
- If the Snowflake counter reserve runs out, stop placing new Snowflake counters on the map until more become available.

SNOWPACK

A **Snowpack** is a group of 1 or more Snowflake counters that are orthogonally adjacent to each other and share the same status (either all Active or all Inactive). Whenever you place or replace an opening (a Utility counter marked with a) that is adjacent to the outside, check whether there is a Snowpack adjacent to it. If so:

- If the Snowpack no longer has any openings connected to the outside, flip all its Snowflake counters to the **Inactive** side.
- If the Snowpack is still adjacent to at least one opening connected to the outside, all its Snowflake counters remain **Active** (no flipping is needed).



The game instructs a player to close a door adjacent to a Snowpack:

- In case 1, the Snowpack is no longer adjacent to any opening to the outside, so the player flips all the Snowflake counters.
- In case 2, the Snowpack is still adjacent to an opening to the outside, so the Snowflake counters remain Active.

SPREAD OF ACTIVE SNOWFLAKES

When you reveal a **Menace card** which indicates that the Active Snowflakes spread, you must place (if possible) 1 Active Snowflake counter on each space that is adjacent to an Active Snowpack already present on the map.

REMEMBER

- If the Snowflake counter reserve runs out, stop placing new Snowflake counters on the map until more become available.

TOUCHING A SNOWFLAKE

When a Character (without specific cards that allow them to ignore Snowflake effects) does any of the following:

- Moves into an outdoor space or a space containing a Snowflake counter (Active or Inactive);
- Interacts with or uses an Item card action on a Utility counter (marked with) that has a Snowflake counter on it (Active or Inactive);

you must read the Paragraph indicated on **Rule card R-01**.

ADDITIONAL SETUP - SCENARIO A

Follow the General Setup at page 6, then:

12

Read **Paragraph 999-001** in **Storybook A** to start the game.

STOP READING

FINISHING SCENARIO A

If you are reading this section, you have finished your first Scenario. Well done!

Now, you must carefully follow these steps to correctly prepare everything you will need to proceed with the next Scenario:

- 1 Check if any **Objective cards** have been resolved or failed. If so, follow the instructions on the card. Objectives that were neither succeeded nor failed are ignored. Similarly, any effects triggered by the Timer token reaching the Clock space are ignored if the associated Objective card was neither resolved nor failed.
- 2 Check whether any **Item cards** must be returned to the Item deck at the end of the Scenario, as indicated on the cards themselves. Also, remember to discard any **Item cards on Drop counters** placed on the map, if any.
- 3 If there are any *Handmade Axe* cards (**Item card 045**) currently in play, replace all of them with **Item card 046**. From now on, axes (and other weapons you may find) can be used to deal damage to enemies.
- 4 Make sure you have completed the **Chronicle Diary** for Scenario A by writing down the IDs and names of the 4 Characters and the **Epilogue** you obtained at the end (e.g., *END-B1-1*). If the Epilogue contains “B1”, continue with **Storybook B1** in your next game. Otherwise, use **Storybook B2**. Mark the correct box (B1 or B2) as a reminder in the next section of the Chronicle Diary.
- 5 In each Character’s section, write the IDs of the **Item cards** and **Penalty (Fatigue)** cards they had at the end of the game. They will start the next Scenario with this exact configuration.
- 6 Write the IDs of **Special Quest cards** that are revealed on the table at the end of the Scenario in the related section.
- 7 Calculate your **final score** for Scenario A: Add 1 point for each ✓ and subtract 1 point for each ✗ marked in the **Plot track**. Write the final result in the Final Score space.
- 8 Open the **Scenario B box** and take out the components. Most of these cards and counters will be used in the next Scenario, so do not look at their fronts.

9

Open the standard deck marked with the letter “B”. This deck contains new cards that will be used in the upcoming Scenario, as well as 12 additional Action cards known as **Special Action cards**: These powerful cards can be added to your Action deck by spending Purchase Points.



10

Calculate the **Purchase Points** available to buy Special Action cards: This value is equal to 12 minus the Final Scenario Score previously calculated. Each card costs **2 Purchase Points**: Choose as many cards as you like, spending your points freely.

11

For each **Special Action card** you buy, choose 1 card from the Action deck and remove it (the Action deck always consists of exactly 40 cards). There must always be at least one card of each type in the Action deck.

12

Write any remaining points on the Remaining Purchase Points line and list the name of each Action card purchased in the **Special Content** section in the **Chronicle Diary**.

13

Use a plastic bag and **Available Supply card** to store the Special Action cards that have not been purchased yet. These cards remain available for future Scenarios and can be acquired later using Purchase Points.

14

Use a single plastic bag to divide each Character’s components and speed up the setup of your next game (Character cards, Item cards, and standee for the moment).

15

Use a plastic bag and **Out of Campaign Storage card** (called from this moment **Out of Campaign plastic bag**) to store away all components that are no longer needed in future Scenarios. This includes:

- All **Story cards** marked with “A”, except for any **Special Quest cards** revealed during the game;
- **Identifier cards** marked with “B”;
- Rule card **R-01**;
- All **Menace cards** used in this Scenario;
- the cards removed during the game, including the basic Action cards replaced by Special Action cards you purchased, if any.

16

Return all the components to the box.

When you want to play the next one, refer to the next page. As the next Scenario introduces many new rules, we suggest that one player read it before playing.

STOP READING

SCENARIO B - ADDITIONAL RULES

This page contains the rules introduced in Scenario B.

NEW COMPONENTS

Inside the Secret Box B, you found 2 decks of cards and 6 punchboards (marked with P-B1, P-B2, ..., P-B6).



1 Story deck B: This will guide you through Scenarios B1 and B2, providing map setups, Objectives, Special Quests, and 1 Rule card.
Don't look at them yet.



1 Identifier card B: This card is simply used to identify the B deck.
Leave this card in the box.



12 Special Action cards: These are new Action cards that can be purchased between Scenarios. Each of these cards added to your deck must replace a standard Action card.
You took them at the end of the previous Scenario.



1 Available Supply and 1 Out of Campaign cards: These cards are used to store the components inside the box in separate areas.



4 Enemy cards: These represent the Enemies you may encounter throughout the game.
Don't look at their fronts yet.



7 Menace cards: These represent the behavior of menaces encountered during this Scenario.
Don't look at their fronts yet.



1 Special Menace card: These represent a **menace card** related to a Special Quest.
Its front has a different color and a different ID from standard Menace cards. Don't read its text and don't shuffle it with other Menace cards.



1 Alert counter: This is used during the Scenario to change the behaviour of the Enemies you may encounter.
Remove them from punchboard P-B3.



4 Character's Life Point track counters: These are used to track the Character's **life points** during the game. They must be attached to the top of each matching Character board.
Remove them from punchboard P-B1.



3 punchboards of counters: This contains many useful counters that you will punch out during the campaign. When the game instructs you to take a Utility counter from it, you will see an ID marked with a small superscript "B" in (e.g., **238^B**): This detail makes them easier to identify during setup and gameplay.
These are punchboard P-B2, P-B3, and P-B4.



20 Ammo counters: These tokens represent the ammunition owned by a Character. When gained, they must be placed next to the Character board of the Character who owns them.

Remove them from punchboard P-B5 and P-B6.

PERFORMING AN ATTACK

Starting from this Scenario, you may reveal Item cards that include an **Attack Action**, which can be used to deal damage to enemies. Each attack affects specific spaces on the map, as shown by its area of effect pattern. Any figure (**Enemy**, **NPC**, or even an allied **Character**) located in an affected space suffers the indicated damage. Utility counters are never affected by attacks.

To perform an attack, a player must:

1. Play an Action card (such as *Take Action*) with the active Character and use one of their Item cards that shows a Melee or Ranged Attack action. For a Ranged attack, the Character must spend 1 Ammo counter; if none is available, they cannot attack.
2. Take a number of **Combat Cubes** up to the number of affected spaces indicated by the attack on the Item card.
3. Place a **Combat Cube** on a visible space within the range specified by the attack (see below), following these rules:
 - The attack's range indicates the maximum number of spaces from the attacking Character where a **Combat Cube** can be placed;
 - You cannot place more than **one** cube in the same space;
 - You may place any number of **Combat Cubes** up to the maximum shown by the attack (even on empty spaces), unless the map's geometry makes it physically impossible.
4. Before resolving the attack's effects, reveal one **Menace card** for each space containing an Enemy (in any order). Apply the effect associated with the reaction icon **R** on that card; this may cause the target to move before the attack is resolved. Once the attack begins, the chosen spaces remain valid targets exactly as selected, even if an Enemy moves into or out of those spaces or blocks line of sight afterward. The attack still affects the originally chosen spaces without recalculating visibility or changing targets.

REMEMBER

- The Character referred to by the effects of the Reaction is always the Character performing the attack.
- If the attacking Character's Life points are reduced to zero as a result of a Reaction effect, their attack is still carried out normally. If this results in healing, the Character survives.
- If a Reaction allows an Enemy to reach a more favorable position, always choose the most favorable position for the Enemy.

5. Then, resolve the effects of the attack, removing each **Combat Cube** from the map. If a figure is present in that space, it suffers the damage value assigned to that space (taking into account any applicable bonuses or modifiers). Some attacks show different damage values for multiple targeted spaces (e.g., **4 1 1 1**). Each value represents the amount of damage inflicted on one affected space: When resolving the attack, the player may freely assign each value to one of the placed **Combat Cubes**, choosing which target receives which amount of damage.

In general, when a figure is hit by an attack, it loses a number of **Life Points** equal to the amount of damage inflicted.

This damage is tracked by removing the corresponding value in Life Point counters from the figure's card.

VISIBLE SPACES

A space is considered **visible** if the attacking Character can draw an imaginary line from their space to the target space, following these two conditions:

1. The line must connect the center of the attacking Character's space to any white dot on the perimeter of the target space.
2. The line must not cross through:



Wall, unless that wall segment contains a Utility counter marked with a (only that specific segment is ignored; adjacent wall segments still block visibility);



Utility counter marked with a or ; or



a space containing any figure (Character, NPC, or Enemy).

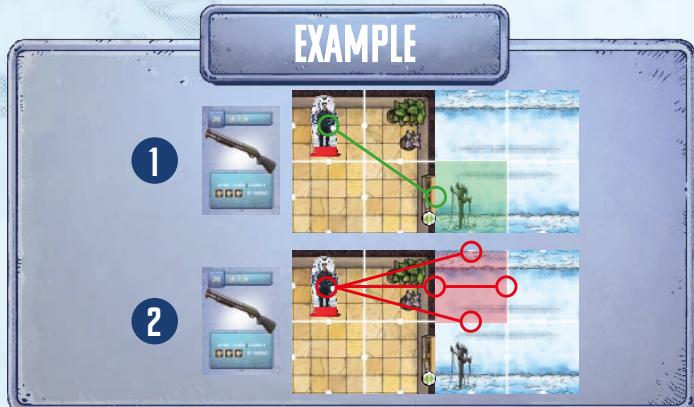


an empty grid cell (so a grid cell without a map Card).

If none of the above block the line, the space is considered visible and may be targeted.

REMEMBER

→ Figures cannot target or attack through different floors or levels, even if spaces are connected by tokens such as stairs, ladders, or hatches. These tokens allow movement and other actions between floors, but not Item (and so not) Attack actions, so they cannot be used to fire between levels.



- In case 1, Eduardo can see the target space, because the line doesn't cross any obstacle, as the broken windows counter is marked with , so that portion of wall is not considered.
- In case 2, Eduardo can't see the target space, because all the line connecting the center of his space with any white circle on the perimeter of the target space cross the wall.

ATTACK TYPES

MELEE ATTACKS

Combat Cubes must be placed on any visible spaces adjacent (orthogonally or diagonally) to the attacking Character (except the space of the Character performing the attack).

All placed cubes **must form a single continuous orthogonal and/or diagonal chain**.

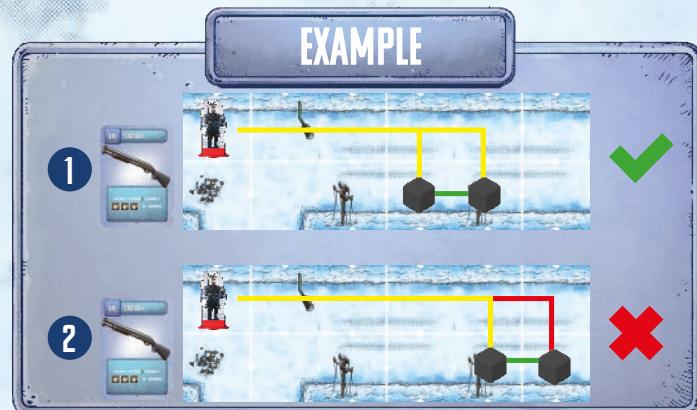


Eduardo performs a Melee attack with the Handmade Axe and he may place up to 3 Combat cubes.

- In case 1, 3 Combat cubes are placed in adjacent spaces (also diagonal) around Eduardo. All Combat cubes form a continuous chain, so the positioning is correct.
- In case 2, 3 Combat cubes are placed in adjacent spaces (also diagonal) around Eduardo, but they don't form a continuous chain, so the positioning is not correct.

RANGED ATTACKS

Combat Cubes may be placed on any visible spaces within the maximum range indicated by the attack (except the space of the Character performing the attack). All placed cubes **must form a single continuous orthogonal and/or diagonal chain**.



Eduardo performs a Ranged attack with a Pistol which has Range 5 and he may place up to 2 Combat cubes.

- In case 1, 2 Combat cubes are placed, one in range 4 and the other in range 5 from him. The 2 Combat cubes form a continuous chain, so the positioning is correct.
- In case 2, 2 Combat cubes are placed, forming a correct continuous chain, but 1 Combat cube is at Range 6 from Eduardo, so the positioning is wrong.

ATTACK BONUSES

Some Weapon Item cards include a bonus effect listed below the attack. This bonus is unlocked only if the Character currently has a sufficient number of matching Skill icons. To check this, sum all the Skill icons shown on the cards or counters placed on that Character's board (including Character cards and Action cards).

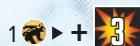
If the Character meets the requirement, the bonus effect is activated when resolving the attack.

ADDITIONAL DAMAGE



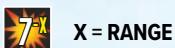
If the Character has a **Fighting Skill** of 1 or more, each targeted space receive 2 additional damage.

ADDITIONAL TARGETED SPACE



If the Character has an **Agility Skill** of 1 or more, you must place 1 additional **Combat Cube**, always respecting the maximum range and adjacency rules.

REDUCED DAMAGE



X = RANGE

This effect reduces the damage in each marked targeted space by its individual range from the attacker.

FAST ATTACK



If the Character has an **Agility Skill** of 1 or more, your attack inflicts damage before revealing the **Menace card** and resolving its Reaction effects.

EXTRA INFORMATION ABOUT FAST ATTACK

- If the target's Life points are reduced to zero, the Reaction is still resolved. If it results in healing, the target survives.
- If the Reaction effect causes the attack to miss, it has no effect since the damage has already been dealt.
- If the enemy is killed by this effect but its Reaction causes it to move before dying, any Drop counter it would drop is placed in the space where it moved to, not where it was originally hit.

RECEIVING DAMAGE

Just as Characters can inflict damage, they can also receive damage. When a Character is hit, move their **Life Point token** on the **Life Point track** forward by a number of spaces equal to the damage received. If the token reaches the space marked with a skull icon, the Character is killed.

HEALING DAMAGE

When a Character heals, move their Life Point token backward on the Life Point track by a number of spaces equal to the amount healed. When other figures (such as Enemies or NPCs) heal, add Life Point counters to their card equal to the healed value.

In both cases, a figure's **Life Points** can never exceed its maximum value shown on the card or track. Any healing exceeding that limit is ignored.

LOSING A CHARACTER

When a Character dies during the Campaign, immediately read the **Paragraph 600 — XXX**, where XXX is the ID number of the Character who died. Then:

1. Place the Character card, their standee from the map, and any other components related to that Character on the Character board into the **Out of Campaign plastic bag** (any components associated to a Character is indicated in their section in the Chronicle Diary).
2. If you are currently playing the Scenario (meaning the Characters are still on the board and no Epilogue has been reached yet), place a Drop counter with all the Items they were carrying in the space where you removed their standee. Otherwise, discard their Item cards, if not otherwise specified.

→ *If during any Scenario all Characters die, you immediately lose the campaign!*

NPC AND ENEMY CARDS

During the campaign, you will encounter Non-Player Characters (NPCs) and Enemies. These figures are represented by:

- An NPC/Enemy card, placed next to the game board when revealed
- A standee (build a Utility counter and a plastic base) on the map;

Both the card and the standee share the same ID number, which allows you to correctly associate each standee on the map with its corresponding card on the table. Each NPC / Enemy card displays their **Life Points**. When the card is revealed, place a number of **Life Point counters** on it to match the value shown, using any combination of 1, 2, or 3-value counters to reach the total. NPCs/Enemies lose **Life Points** when they take damage, and are defeated when their **Life Points** reach 0.

In addition to their health, NPC/Enemy cards may include special rules that describe how the NPC/Enemy behaves, how they react to certain Action cards, and what happens when they are defeated.

REMEMBER

- Some Action cards may allow you to move 1 or more NPCs on the map (this behaviour is indicated on their NPC cards). NPCs can be moved following the same movement rules as Characters, unless otherwise stated. However, NPCs cannot enter or move through a space containing an Event counter, and therefore can never trigger Events, unless otherwise stated.
- When an NPC inflicts damage to an Enemy, do not resolve the Reaction effect for that Enemy, since no Combat cubes are placed.
- Any effect involving an NPC is always resolved after the resolution of the Action card that triggered it.
- Playing a Coordination card to reactivate an Action card already placed on a Character board does not count as playing a new Action card. Therefore, it does not trigger any NPC effects.
- An NPC card lists its defeat conditions. If no reference to snow is mentioned, it means that NPC is not affected by snow effects.

MENACE: SURVIVORS

Starting from this Scenario, you may encounter other survivors who are roaming the area and some of them may be hostile toward you. Each Enemy Survivor is represented by a standee placed on the map and an Enemy card, placed next to the game board.

MOVING INTO AN OCCUPIED SPACE

A Character or NPC may move through a space containing a Survivor, but doing so causes them to suffer 1 damage (1 ). If a Survivor cannot move due to a Reaction effect because the destination space is occupied by a Character or NPC, that Character or NPC suffers 1 damage (1 ).

BEHAVIOUR AND FIRST PLAYER TASKS

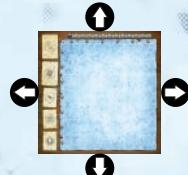
Survivors' actions are determined by the **Menace cards**. In addition to the regular **Menace card** drawn at the end of each round, Survivors may also move and interact through the effect of their Rule card. When this Rule card is revealed, distribute 4 **Consumed cubes** as evenly as possible among all Character boards. Every time a player places an **Action card** or a **Penalty card** on a Character board which has 1 or more Consumed cubes, the **First Player** (the player with the **First player counter**) moves 1 cube on the Survivors' Rule card.



At the end of the turn, if all the Consumed cubes are on the Rule card (so there are no more cubes on Character boards), draw 1 **Menace card** and move **ALL** Survivors 1 space (following the ID ascending order) in the direction indicated by the arrow to the right of this card's name (if possible).

REMEMBER

- At any moment, if you have fewer than 4 Characters (because they died or are temporarily unavailable), their Consumed Cube is placed on any other Character board of your choice. That Character board will then hold two (or more) Cubes, and each time a card is played on it, 1 cube on that board is moved. You may always choose any Character board to place these Cubes on.
- Enemies cannot enter or move through a space containing an Event counter, and therefore can never trigger Events, unless otherwise stated.
- When you move an Enemy toward a position (for example, toward a Character), if there are multiple possible spaces at the same distance, place the Survivor in the configuration that most penalizes the Characters. In case of tie, the current player chooses.
- The arrow shown on each Menace card refers to the orientation of the main game board. For example, an upward arrow means the Survivors move one space toward the Timer track (which is located at the top of the game board). That rule will be re-used for menaces encountered during future Scenarios.



AT THE END OF EACH ROUND

When a player draws a **Menace card** at the end of the round, resolve only the effect matching the current state of the **Alert counter**:



When the Alert counter is on its green side, the Survivors are not immediately hostile. In this passive state, each Survivor generally moves, following the directions listed in order on the **Menace card**.

If a Survivor ends their movement within a certain range of a Character, they may become alerted. In that case, flip the Alert counter to its red side, triggering their aggressive behavior.



When the Alert counter is on its red side, the Survivors become fully hostile. They will attempt to chase down and attack the Characters, following the instructions on the **Menace card**. If damaged, they may also try to regroup and heal, depending on the tactical options shown on their Enemy card.

MAKING NOISE

If a paragraph instructs you to “**make noise**”, check the **Range** indicated in that paragraph: If the Character who made the noise is within that Range from any **Survivor** while the **Alert counter** is still on its green side (●), immediately flip it to its red side (●). Likewise, if a Character or NPC moves (or simply crosses) or places a Combat cube into any space within **Range 2** of any **Survivor** while the **Alert counter** is still on its green side (●), immediately flip it to its red side (●).

REMEMBER

- Noise can travel through Hatches, Manholes, and Stairs, allowing it to be heard across different floors.
- This represents the Survivors becoming aware of the Characters' presence and reacting accordingly. Doing so may cause you to fail Objectives that require you to remain unnoticed or move silently.

OTHER USEFUL RULES

AMMO COUNTERS

Each Character collects Ammo counters during the game and keeps them next to their Character board. A Character can hold a **maximum of 5 Ammo tokens** at any time. Each time a Character performs a Ranged Attack, they must spend 1 Ammo counter to make the attack (regardless of the number of spaces hit).

REMEMBER

- If the attacking Character is killed as a result of a Reaction effect, their attack is still carried out normally.
- Ammo counters can be freely exchanged between Characters during any trade action (for example, when performing a Rummage).
- If a Character has more than the maximum number of Ammo counter allowed, return the excess tokens to the general reserve (Excess Ammo counter are not placed with Drop counters).

LOOT COUNTERS

When an NPC or Enemy is defeated, the rules may instruct you to replace their standee on the map with a **Loot counter**. This counter represents what can be found by inspecting the body of the fallen figure. You interact with a Loot counter just like with any other Utility counter: You must perform an interaction to inspect or retrieve its contents.

REMEMBER

→ *Loot counters and Drop counters may look similar, but they behave differently: A Drop counter does not require interaction: As soon as a Character enters the space containing a Drop counter, they immediately collect the associated item(s).*

BAGS

Bags are Item cards that can store other Items inside them. When a Character performs an Action with the icon indicated on the Bag, after resolving that Action, they may move any number of Items between their personal supply and the Bag. Items stored in a Bag cannot be used. If a Bag is traded or dropped, all Items inside it follow the same fate.

REMEMBER

→ *At the beginning of the game, you may start with Items from the Item Reserve already stored inside the Bag.*
→ *A Character can carry only one Bag containing Items at a time.*

HATCHES, MANHOLES, STAIRS

Starting from this Scenario, you may be instructed to place Utility counters that connect two different floors of a location. These special counters are identified by a small icon with a matching letter (e.g., **(A)**). When two Utility counters with the same letter are present on the table, they represent connected points across two different floors. To move between floors, a Character must step onto one of the 2 matching Utility counters. Then, with a single movement, the Character may move directly to the other counter with the same letter.

REMEMBER

→ *These tokens allow movement and other actions between floors, but not Item (and so not) Attack actions. Characters can still move, talk, coordinate or trade freely through these connections, as long as they respect the normal Range limits.*
→ *These tokens allow movement even if there are Consumed cubes on them.*

TRIGGERING EVENT COUNTERS ON TIMER TRACK

When the **Timer token** (so during Step 2 at the End of the round) reaches a space that contains one or more Event counters, the player with the First Player counter must immediately read the matching paragraph for each Event counter present. If there are multiple Event counters on the same space, resolve them in order from top to bottom, based on their physical position on the Timer track.

REMEMBER

→ *If the game instructs you to place an Event counter on the Clock space or on any space to its left on the Timer track, ignore it.*

LOSING THE CAMPAIGN

Starting from now, if **ALL** Characters in play die, the players immediately **lose** the entire campaign. If the players prefer, they may reset the current Scenario and restart the campaign from the last completed Scenario.

ADDITIONAL SETUP - SCENARIO B1 / B2

Follow the General Setup at page 6, then:

12 Remove from the game the Story cards of the Scenario you will **not** play (if you play B1, remove all Story cards marked with B2, and vice versa) without looking at them.

13 Add in the general reserve:

- face-down **Enemy cards**
- face-down **NPC cards**
- **Ammo counters**
- **Loot counters**
- **Life point counters**
- **Special Menace card**
- **Combat cubes**

14 Reveal the **Special Quest cards** you gained in the previous Scenario near the Game board.

15 Assign to each Character the **Item** and/or **Penalty cards** indicated in the **Chronicle Diary**.

16 Attach each **Character's Life Point track** counter to the matching Character board. Place the **Life Point token** of the same color on the rightmost circle (marked with 10), representing the Character's starting **Life Points**.

17 Place the **Alert counter** with green side up (⌚) on top of the Menace deck. While it remains there, no Menace cards should be revealed during the game.

18 Read **Paragraph 999-001** in **Storybook B1 or B2** (depending on the Epilogue of the previous Scenario) to start the game.

STOP READING

FINISHING SCENARIO B

Follow these steps to correctly prepare everything you will need to proceed with the next Scenario:

1 Check if any **Objective cards** have been resolved or failed. If so, follow the instructions on the card. Objectives that were neither succeeded nor failed are ignored. Similarly, any effects triggered by the Timer token reaching the Clock space are ignored if the associated Objective card was neither resolved nor failed.

2 Check whether any **Item cards** must be returned to the Item deck at the end of the Scenario, as indicated on the cards themselves. Also, remember to discard any **Item cards** on **Drop counters** placed on the map, if any.

3 Make sure you have completed the **Chronicle Diary** for Scenario B by writing down the IDs and names of the 4 Characters and the **Epilogue** you obtained at the end (e.g., END-C-1).

4 Write the IDs of the **Item cards** regardless of which Character owns them in the **Item reserve** and the total number of **Ammo counters** your Characters have in the Chronicle Diary. You can store any number of Item cards and up to 20 Ammo counters (any excess is lost).

5 In each Character's section, write the remaining **Life points** and **Penalty cards** they had at the end of the game. Each surviving Character recovers 2 Life points (up to a maximum of 10). If a Character is dead or left the group during the Scenario, draw a little Skull in their **Life points** space in the Chronicle Diary.

6 Write the IDs of **Special Quest cards** that are revealed on the table at the end of the Scenario in the related section.

7 Calculate your **final score** for Scenario B: Add 1 point for each ✓ and subtract 1 point for each ✗ marked in the **Plot track**. Write the final result in the Final Score space.

REMEMBER

→ If the final score is negative, record 0 instead. The score can never drop below zero.

8 Open the **Scenario C box** and take out the components. Most of these cards and counters will be used in the next Scenario, so do not look at their fronts.

9 Open the standard deck marked with the letter "C". This deck contains new cards that will be used in the upcoming Scenario, as well as 3 additional **Special Action cards**.



10 If the **NPC card 905** or **906** is revealed on the table, place in the general reserve the **Character card** with the same ID you find in the deck you just open: This represents an additional Character you may use in the next Scenario. Write their ID and name in the Character section and write 10 in their **Life points** space.

11 Take punchboards marked with **P-C5** and **P-C6**: they contain **Skill counters**, that may be purchased and associated to a Character, placing them on the bottom left of their Character Board, to permanently give 1 permanent skill icon and increase the Character Item storage limit in their personal Supply by 1.



12 Take the Purchasable Components stored in the plastic bag marked **Available Supply** from the previous Scenario. Together with the additional **Special Action cards** and new **Skill counters**, they form the current purchase pool.

13 Calculate the **Purchase Points** available to buy special components: This value is equal to **13** minus the Final Scenario Score previously calculated. Remember to sum to the calculated value the **Remaining Purchase Points** marked in the **Chronicle Diary** that you obtained during the Scenario A, if any. You may spend Purchase Points freely to buy:

- **Special Action card:** 2 Purchase Points;
- **Skill counter:** 3 Purchase Points.

14 For each **Special Action card** you buy, choose 1 card from the Action deck and remove it (the Action deck always consists of exactly 40 cards). There must always be at least one card of each type in the Action deck.

15 Write the ID number of each **Skill counter** you purchase in the **Chronicle Diary**, in the section corresponding to the Character it is assigned to.

REMEMBER

→ Each Character may have up to 2 Special Skill counters. Once a counter is assigned to a Character, it cannot be replaced or removed.

16 Store the **Special Action cards** and **Special Skill counters** that have not been purchased yet in the plastic bag marked **Available Supply**. These components remain available for future Scenarios and can be acquired later using Purchase Points.

17 Use a single plastic bag to divide each Character's components and speed up the setup of your next game (Character cards, Item cards, Special Skill counters and standee for the moment).

18 Use **Out of Campaign plastic bag** to store away all components that are no longer needed in future Scenarios. This includes:

- All **Story cards** marked with "B1/B2", except for any **Special Quest cards** revealed during the game;
- **Identifier cards** marked with "B";
- **Rule cards R-02**;
- **Enemy cards 701, 702, 703, and 704**;
- **NPC cards 905 and 906**;
- **Character card 905** and/or **906** that you have not unlocked at step **10**;
- All **Menace cards** used in this Scenario;
- The **Special Menace card**;
- the cards removed during the game, including the basic Action cards replaced by Special Action cards you purchased, if any.

19 Return all the components to the box.

When you want to play the next one, refer to the next page.

STOP READING

SCENARIO C - ADDITIONAL RULES

This page contains the rules introduced in Scenario C.

NEW COMPONENTS

Inside the Secret Box C, you found 2 decks of cards and 6 punchboards (marked with P-C1, P-C2, ..., P-C6).



1 Story deck C: This will guide you through Scenario C, providing map setups, Objectives, Special Quests, and 1 Rule card.

Don't look at them yet.



1 Identifier card C: This card is simply used to identify the C deck.

Leave this card in the box.



2 additional Character cards: These represent new playable Characters you may find during the previous Scenario.

At the end of the previous Scenario, you have been instructed to take 1 of this card and place the other in the Out of campaign plastic bag without revealing it.



3 Special Action cards: These are new Action cards that can be purchased between Scenarios. Each of these cards added to your deck must replace a standard Action card.

You took them at the end of the previous Scenario.



6 Enemy cards: These represent the Enemies you may encounter throughout the game.

Don't look at their fronts yet.



6 Menace cards: These represent the behavior of menaces encountered during this Scenario.

Don't look at their fronts yet.



6 Cascarudo Alien cards: These represent the actions of Cascarudos. They will be activated by Menace cards during the game.

Don't look at their fronts yet.



4 new Penalty (Heavy wound) cards: These are placed on the Character boards as a result of bleeding and represent a new type of **Penalty card** encountered in the game.

You may look at their fronts.



1 Cascarudo Alien Board: This is the section of the modular Alien Board dedicated to the Cascarudos. It holds the Cascarudo Alien cards.

Remove them from punchboard P-C1.



6 additional Life Point counters: These 5-value counters are mixed with the other to keep track of the figure **life points** during the game.

Remove them from punchboard P-C5.



3 punchboards of counters: This contains many useful counters that you will punch out during the campaign. When the game instructs you to take a Utility counter from it, you will see an ID marked with a small superscript "C" (e.g., 253^C): This detail makes them easier to identify during setup and gameplay.

These are punchboard P-C2, P-C3, and P-C4.

ALIEN MENACES

Starting from this Scenario, you will encounter many hostile alien races, beginning with the Cascarudos. Each race has different specific rules but shares a common behaviour.

ALIEN (MODULAR) BOARD

The Alien Board is a new modular board that will be placed on the table at the beginning of each future Scenarios. Each alien race has its own section that holds its Alien Deck and Rule card. During Scenario C, you will use only the Cascarudo module, but additional modules will be added as the campaign progresses.

ALIEN DECK

Each alien race has a deck of Alien cards stored on its section of the Alien Board. These cards determine the aliens' actions and are divided into two sections:

- Top section – Action:** this effect activates all enemies of that species currently on the game board.
- Bottom section:** this is generally a **Reaction**, which is read and applied when a player attempts an attack against a Cascarudo, unless otherwise specified.

ALIEN ACTION AND CONSUMED CUBES

At the beginning of each Scenario, you will be instructed to distribute **4 Consumed cubes** as evenly as possible among all Character boards. Every time a player places an **Action card** or a **Penalty card** on a Character board that has 1 or more Consumed cubes, the First Player moves 1 cube to the **Modular Alien Board**.

At the end of the turn, if all 4 Consumed cubes are on the Modular Alien Board, check each Alien Deck from left to right. If there is at least one Enemy of that race on the map, draw the top card of that Alien Deck and resolve its effect. If there are no Enemies of that race on the map, skip that deck and move to the next one. Continue until you have resolved all Alien Decks with at least one Enemy on the map.

Then, return the 4 Consumed cubes and distribute them as evenly as possible among all Character boards.

For now, there is only one alien race: the Cascarudos. As you progress through the Scenarios, new races will be added to the Modular Alien Board.

REMEMBER

- If at any moment there are no Aliens on the map, continue moving Consumed cubes from Character boards to the Modular Alien Board as normal. When all 4 cubes are on the Modular Alien Board, simply return them to the Character boards without drawing any Alien card.
- At any moment, if you have fewer than 4 Characters (because they died or are temporarily unavailable), their Consumed Cube is placed on any other Character board of your choice. That Character board will then hold two (or more) Cubes, and each time a card is played on it, 1 cube on that board is moved. You may always choose any Character board to place these Cubes on.
- Aliens cannot enter or move through a space containing an Event counter, and therefore can never trigger Events, unless otherwise stated.
- When you move an Alien toward a position (for example, toward a Character), if there are multiple possible spaces at the same distance, you may choose which one to move them to. In other words, in case of a tie, the player decides the final position of the Alien.

ALIEN REACTION

When a Combat cube is placed on a space where an Alien is present, before resolving the attack, you must check the Alien's reaction. Unlike Survivors, who draw a Menace card for their reaction, Aliens use the bottom part of their Alien cards. When an Alien reaction is triggered, draw the top card of the corresponding Alien Deck and resolve the Bottom Effect (unless otherwise specified).

ALIEN ACTION AT THE END OF THE ROUND

Some Menace cards will activate the Aliens again at the end of the round. In this case, the activation does not start from the leftmost deck, but from the Alien Deck specified on the Menace card. Check that deck first, then continue to the right. After reaching the rightmost deck, continue from the leftmost deck until you have resolved all Alien Decks with at least one Enemy on the map. If there are no Enemies of a specific race on the map, skip that deck and move to the next one. Then, distribute 4 Consumed cubes as evenly as possible among all Character boards.

WHEN AN ALIEN DECK RUNS OUT

When an Alien deck runs out, re-shuffle the cards to recreate a new deck.

MENACE - CASCARUDOS

The first alien race you will encounter is the Cascarudo. These aliens are represented by a standee placed on the map and an Enemy card placed next to the game board. The basic behaviour of all alien races follows the rules explained above. Below you will find the specific rules for the Cascarudos.

REMEMBER

- Some Cascarudo Alien cards may refer to a Device. In this Scenario, there is no Device on the map, so simply ignore any reference to it.

MOVING INTO AN OCCUPIED SPACE

A Character or NPC may move through a space containing a Cascarudo, but doing so causes them to suffer 1 damage (1 ). If a Cascarudo cannot move due to a Reaction effect because the destination space is occupied by a Character or NPC, that Character or NPC suffers 1 damage (1 ).

OTHER USEFUL RULES

NEW PENALTY CARD: HEAVY WOUND

Starting from this Scenario, there is a new type of Penalty card: the *Heavy wound*. Its behaviour is similar to the Fatigue card: It is placed on Character boards in an Action card space and it is not removed at the end of the round. In addition, at the end of each round it causes the Character to suffer 2 damage (2 ).

REMEMBER

- Heavy wound cards cannot be removed with "Take a break" action card, but they can be removed using "Take care" action card or in other ways you may discover.
- Each Character may hold 1 Heavy wound card: if they receive another one, they instead receive 2 damage (2 ).

ADDITIONAL SETUP - SCENARIO C - PART 1

Follow the General Setup at page 6, then:

12

Add in the general reserve:

- face-down **Enemy cards**
- face-down **NPC cards**
- **Ammo counters**
- **Loot counters**
- **Life point counters**
- **Combat cubes**

13

Reveal the **Special Quest cards** you gained in the previous Scenario near the Game board.

14

Read **Paragraph 999-001** in **Storybook C** to start the game. It is normal that this additional setup doesn't instruct you to prepare the Characters. You will come back here before starting your first round to finish the setup.

STOP READING

ADDITIONAL SETUP - SCENARIO C - PART 2

- 15 Choose 4 alive Characters from your group to play this Scenario and assign each one a Character board (you may keep the same board and plastic base colors used previously). If you have fewer than 4 available, use all the Characters you have. Write down their IDs and names and mark the **Played box** in the Chronicle Diary, in the Character section for **Scenario C**. If you want to use **Character 902**, you must use also **Character 905**. If **Character 902** is dead, you may still use **Character 905**.
- 16 Assign to each Character any **Penalty cards** and **Skill counter** indicated in their section in the **Chronicle Diary**.
- 17 Attach each **Character's Life Point track** counter to the matching Character board. Place the **Life Point token** of the same color on the circle matching the Character's Life Points (the value you marked at the end of the previous Scenario).
- 18 Freely distribute the **Item cards** and **Ammo counters** listed in the Item reserve of the Chronicle Diary (from the previous Scenario) among the Characters in play. Any Items in excess should be noted in the Notes section, as they will remain on the truck and become available again at the end of this Scenario.
- 19 Place the **Cascarudo Alien Board** near the game board. Shuffle the Cascarudo Alien Cards to create the **Cascarudo Alien deck** and place it on that board.
- 20 Distribute 4 **Consumed cubes** as evenly as possible among all Character boards.
- 21 Place the **Timer token** on space 8 of the **Timer track**. Assign the **First Player counter** to any player of your choice and read **Story card C-01**.

STOP READING

FINISHING SCENARIO C

Follow these steps to correctly prepare everything you will need to proceed with the next Scenario:

- 1 Check if any **Objective cards** have been resolved or failed. If so, follow the instructions on the card. Objectives that were neither succeeded nor failed are ignored. Similarly, any effects triggered by the Timer token reaching the Clock space are ignored if the associated Objective card was neither resolved nor failed.
- 2 Check whether any **Item cards** must be returned to the Item deck at the end of the Scenario, as indicated on the cards themselves. Also, remember to discard any **Item cards on Drop counters** placed on the map, if any.
- 3 Make sure you have completed the **Chronicle Diary** for Scenario C by writing down the IDs and names of the 4 Characters you played and the **Epilogue** you obtained at the end (e.g., END-D-1).

4 Write also the IDs and names of the Characters you did not play. These Characters automatically remove any **Penalty cards** they may have and return to 10 Life Points.

5 Write the IDs of the **Item cards** regardless of which Character owns them in the **Item reserve** and the total number of **Ammo counters** your Characters have in the Chronicle Diary. You can store any number of Item cards and up to 20 Ammo counters (any excess is lost).

6 In each Character's section, write the remaining **Life points**, **Skill counters**, and **Penalty cards** they had at the end of the game. Each surviving Character recovers 2 Life points (up to a maximum of 10). If a Character is dead or left the group during the Scenario, draw a little Skull in their **Life points** space in the Chronicle Diary.

7 Write the IDs of **Special Quest cards** that are revealed on the table at the end of the Scenario in the related section.

8 Calculate your **final score** for Scenario C: Add 1 point for each ✓ and subtract 1 point for each ✗ marked in the **Plot track**. Write the final result in the Final Score space.

REMEMBER

→ If the final score is negative, record 0 instead. The score can never drop below zero.

9 Open the **Scenario D box** and take out the components. Most of these cards and counters will be used in the next Scenario, so do not look at their fronts.

10 Open the standard deck marked with the letter "D". This deck contains new cards that will be used in the upcoming Scenario, as well as 6 **Personal Ability cards**. These cards represent permanent abilities you may purchase, one for each Character. Their backs show the ID of the matching Character. Without looking at their fronts, immediately remove the card that corresponds to any Character who is no longer available (either because you did not find them or because they died earlier), placing them in the **Out of Campaign plastic bag**. Look at the next section to understand how these cards work.



11 Take punchboards marked with **P-D5** and **P-D6**: they contain 3 additional **Skill counters**, that may be purchased and associated to a Character, placing them on the bottom left of their Character Board, to permanently give 1 permanent skill icon and increase the Character Item storage limit in their personal Supply by 1.



12 Take the Purchasable Components stored in the plastic bag marked **Available Supply** from the previous Scenario. Together with the new **Personal Ability cards** and **Skill counters**, they form the current purchase pool.

13 Calculate the **Purchase Points** available to buy special components: This value is equal to **14** minus the Final Scenario Score previously calculated. Remember to sum to the calculated value the **Remaining Purchase Points** marked in the **Chronicle Diary** that you obtained during the Scenario B1/B2, if any. You may spend Purchase Points freely to buy:

- **Special Action card:** 2 Purchase Points;
- **Skill counter:** 3 Purchase Points.
- **Personal Ability card:** 4 Purchase Points.

14 For each **Special Action card** you buy, choose 1 card from the Action deck and remove it (the Action deck always consists of exactly 40 cards). There must always be at least one card of each type in the Action deck.

15 Write the ID number of each **Skill counter** and **Personal Ability card** you purchase in the **Chronicle Diary**, in the section corresponding to the Character it is assigned to.

REMEMBER

- *Each Character may have up to 2 Special Skill counters. Once a counter is assigned to a Character, it cannot be replaced or removed.*
- *Each Character may have 1 Personal Ability card. Once a card is assigned to a Character, it cannot be replaced or removed.*

16 Store the **Special Action cards**, the **Special Skill counters** and the **Personal Ability cards** that have not been purchased yet in the plastic bag marked **Available Supply**. These components remain available for future Scenarios and can be acquired later using Purchase Points.

17 Use a single plastic bag to divide each Character's components and speed up the setup of your next game (Character cards, Item cards, Special Skill counters and standee for the moment).

18 Use **Out of Campaign plastic bag** to store away all components that are no longer needed in future Scenarios. This includes:

- All **Story cards** marked with "C", except for any **Special Quest cards** revealed during the game;
- **Identifier cards** marked with "C";
- All **Menace cards** used in this Scenario;
- the cards removed during the game, including the basic Action cards replaced by Special Action cards you purchased, if any.

19 Return all the components to the box.

When you want to play the next one, refer to the next page.

PERSONAL ABILITY CARDS

Personal Ability cards can be purchased and associated to a specific Character (indicated on the front of the card). Each Ability card shows an icon on the top-right corner of its front side:



Indicates a permanent ability. This card is never discarded or flipped.



Indicates an activated ability that requires you to flip the card. While the card is face down, the ability cannot be used again. **At the end of each round**, flip face up any Personal ability card that is face down on the table.

REMEMBER

- *Any Character may have a maximum of 1 Personal Ability card. If they gain a second one, the first is discarded.*
- *You are never forced to activate a Personal Ability card: its effect is never mandatory.*

STOP READING

SCENARIO D - ADDITIONAL RULES

This page contains the rules introduced in Scenario D.

NEW COMPONENTS

Inside the Secret Box D, you found 2 decks of cards and 6 punchboards (marked with P-D1, P-D2, ..., P-D6).



1 Story deck D: This will guide you through Scenario D, providing map setups, Objectives, Special Quests, and 1 Rule card.

Don't look at them yet.



1 Identifier card D: This card is simply used to identify the D deck.

Leave this card in the box.



3 additional Character cards: These represent new playable Characters to use starting from this Scenario.

Don't look at their fronts yet.



6 Personal Ability cards: These represent abilities that you may acquire spending Purchase Points.

At the end of the previous Scenario, you have been instructed to take these cards.



4 Menace cards: These represent the behavior of menaces encountered during this Scenario.

Don't look at their fronts yet.



4 Mindveil Fog Alien cards: These represent the actions of Mindveil fog counters. They will be activated by Menace cards during the game.

Don't look at their fronts yet.



4 new Penalty (Madness) cards: These are placed on the Character boards and represent a new type of **Penalty card** encountered in the game.

You may look at their fronts.



3 Device cards (2 blue, 1 red): These represent Device that Figure may use during the game.

Don't look at their fronts yet.



2 NPC cards: These represent the non-player Characters you may encounter throughout the game.



1 Mindveil Fog Alien Board: This modular board will hold Mindveil Alien cards.

Remove them from punchboard P-D1.



10 additional Life Point counters: These 5-value counters are mixed with the others to keep track of the figure **life points** during the game.

Remove them from punchboard P-D5.



3 punchboards of counters: This contains many useful counters that you will punch out during the campaign. When the game instructs you to take a Utility counter from it, you will see an ID marked with a small superscript "D" (e.g., 263^D): This detail makes them easier to identify during setup and gameplay.

These are punchboard P-D2, P-D3, and P-D4.

DEVICES

Devices represent vehicles or machinery that Characters and/or Enemies can use. They are usually represented by a Utility counter placed on the map or a standee with a white plastic base.

SIZE AND BEHAVIOUR ON THE MAP

Devices occupy 2 adjacent spaces on the map and can move only on outdoor spaces and their front can be orthogonally oriented. They create an obstacle and follow all the rules for Utility counters with the arrow icon. A figure cannot enter or pass through a space occupied by a Device (unless they are operating it). Even if a Device contains an operating figure, the space is still impassable and is considered a wall for any purposes. However, a Character may interact with the operating figure, unless otherwise specified.

ALIEN CANNON



ANTI-AIR CANNON



→ The Anti-air cannon can't be moved, but they can shoot in any direction as indicated on its Device card.

OPERATING A DEVICE

A Figure (Character or Enemy, as specified by the game) can operate a Device. When operating a Device, the Figure becomes the Operating figure and is placed on the rear space of the Device, unless otherwise specified. While operating, the Figure ignores the normal behaviour of Action (or Enemy) cards and follows the instructions printed on the Device card instead, moving together with it.

When an Action card is played on the operating Character, the played card does not trigger its normal effects. Instead, the operating Character may perform one of the Device Actions corresponding to one of the icons shown on the played Action card. If the card shows multiple icons, the player chooses one of them before resolving the Device Action. When an Enemy operates a Device, the corresponding Enemy card indicates how the Device is managed.

WHEN A DEVICE DEALS DAMAGE

When a Device deals damage, place Combat cubes in the affected spaces as if resolving a regular attack. If the affected Figure is a Character or an NPC, they simply suffer the damage and do not react.

REMEMBER

→ The Alien Cannon can shoot only in its front direction. If its beam hits any visible Utility counter (such as windows, doors, vehicles, and so on), that counter is destroyed and removed from the map.

→ An operating figure suffers damage only if the Device rear space is attacked, if not otherwise specified.

WHEN A DEVICE RECEIVES DAMAGE

The Device itself has no Life Points and cannot be damaged through normal attacks, but it may be destroyed through other means, specified by the Scenario or by cards. While operating a Device, a Character receives damage normally, unless otherwise specified by the Device card.

MOVING THE ALIEN CANNON INTO AN OCCUPIED SPACE

The Alien Cannon can be moved following the normal movement rules for a Character. If it enters a space occupied by a Character or NPC, that Character or NPC suffers 3  and is pushed to any empty space within Range 1. If it enters a space occupied by an Enemy, that Enemy resolves a Reaction. If the Reaction doesn't move it, it suffers 3  and is pushed to any empty space within Range 1.

MENACE - MINDVEIL FOG

The Mindveil Fog is more of an alien entity than an enemy. It is represented by Mindveil Fog counters that slowly move through outdoor spaces on the map. They have their own Alien Deck and move and interact like enemies through Menace and Alien cards, but these counters have no ID and no Life Points: they cannot be attacked normally. Mindveil Fog counters can move into spaces occupied by other figures. Since they cannot be attacked, they have no Reaction effect. However, their Alien cards still have two sections: the Top Effect is always applied, while the Bottom Effect is applied only under specific conditions indicated on the card.

MOVING INTO AN OCCUPIED SPACE

A Character may move through a space containing a Mindveil Fog counter (and vice versa), but doing so causes the Character to gain 1 Madness card (it is a new Penalty card, explained in the next section). If they already have one, they suffer 1  instead.

An NPC may move through a space containing a Mindveil Fog counter, but doing so causes them to suffer 1 .

OTHER USEFUL RULES

NEW PENALTY CARD: MADNESS

Starting from this Scenario, there is a new type of Penalty card: *Madness*. Its behaviour is similar to the Fatigue card: it is placed on a Character board in an Action card space and is not removed at the end of the round. A Character can have at most 1 Madness card. If a Character would gain a second Madness card, nothing happens and the effect is ignored. A Character affected by Madness can only receive random Action cards.

When a player wants to play a card on a Character affected by Madness, they must shuffle their hand of Action cards, draw one card face down, and play it. After revealing the card, the player may choose which effect to apply. The card can still be ignored as per standard rules, but once drawn, the player cannot choose to play a different card on that Character.

REMEMBER

→ *Madness* cards cannot be removed with “Take a break” action card, but they can be removed in other ways you may discover.

MASKED FIGURES

At the beginning of this Scenario, three new Character cards called Masked Figures are added to the game. These Characters follow all the standard Character rules, with some differences: they are generic Characters with no defined identity and will remain mysterious throughout the campaign. Since they have no identity, they do not have any Personal Ability cards. However, they can receive Special Skill counters, gain Penalty cards, and lose Life Points like normal Characters. They are designed to be “backup” Characters to replace main Characters you may have lost during the campaign.

REMEMBER

→ If you start a Scenario with fewer than 4 Characters, you may add Masked Figures until you reach 4. However, be careful: if during any Scenario all main Characters die and you only have Masked Figures left, you immediately lose the campaign!

LOSING MASKED FIGURES

When a Masked Figure dies, follow the same rules as Losing a Character by reading **Paragraph 600 – XXX**, where XXX is the ID of the lost Masked Figure. However, unlike main Characters, a Masked Figure will return available again in the next Scenario. It will lose any Skill counters associated with it and will not automatically recover the items it had when it died.

SPECIAL MAP SPACES

In this Scenario, there are some special spaces:

- **STADIUM:** The perimeter walls of the stadium are obstacles. Figures cannot move through them.
- **WATER:** No figure can move into a space containing water. However, water does not block line of sight for ranged attacks.

ADDITIONAL SETUP - SCENARIO D - PART 1

Follow the General Setup at page 6, then:

- 12 Add in the general reserve:
 - face-down **Enemy cards**
 - face-down **NPC cards**
 - face-down **Device cards**
 - **Ammo counters**
 - **Loot counters**
 - **Life point counters**
 - **Combat cubes**
- 13 Reveal the **Special Quest cards** you gained in the previous Scenario near the Game board.
- 14 Read **Paragraph 999-001** in **Storybook D** to start the game. It is normal that this additional setup doesn't instruct you to prepare the Characters. You will come back here before starting your first round to finish the setup.

STOP READING

ADDITIONAL SETUP - SCENARIO D - PART 2

- 15 Place in the general reserve the **Character cards 907, 908, and 909**: These Masked Figures represent additional Characters who joined your group and you may use starting from this Scenario. Write their ID and name in the Character section of **Scenario C** and write 10 in their **Life points** space. Take **Utility counters 907, 908, and 909** from punchboard P-C4 to build their standees.
- 16 Choose 4 alive Characters from your group to play this Scenario and assign each one a Character board (you may keep the same board and plastic base colors used previously). If you have fewer than 4 available, use all the Characters you have. Write down their IDs and names and mark the **Played box** in the Chronicle Diary, in the Character section for **Scenario D**. If you want to use **Character 902**, you must use also **Character 905**. If **Character 902** is dead, you may still use **Character 905**.
- 17 Assign to each Character any **Item**, **Penalty** and/or **Personal Ability card** and **Skill counter** indicated in their section in the **Chronicle Diary**.
- 18 Attach each **Character's Life Point track** counter to the matching Character board. Place the **Life Point token** of the same color on the circle matching the Character's Life Points (the value you marked at the end of the previous Scenario).
- 19 Freely distribute the **Item cards** and **Ammo counters** listed in the Item reserve of the Chronicle Diary (from the previous Scenario) among the Characters in play. Any Items in excess should be noted in the Notes section, as they will remain on the truck and become available again at the end of this Scenario.
- 20 Assemble the **Alien Modular Board** near the game board as shown. Shuffle each **Alien Deck** separately and place them on their corresponding space on the board.



- 21 Distribute 4 **Consumed cubes** as evenly as possible among all Character boards.
- 22 Read **Paragraph 999-028** in **Storybook D**.

STOP READING

FINISHING SCENARIO D

Follow these steps to correctly prepare everything you will need to proceed with the next Scenario:

- 1 Check if any **Objective cards** have been resolved or failed. If so, follow the instructions on the card. Objectives that were neither succeeded nor failed are ignored. Similarly, any effects triggered by the Timer token reaching the Clock space are ignored if the associated Objective card was neither resolved nor failed.
- 2 Check whether any **Item cards** must be returned to the Item deck at the end of the Scenario, as indicated on the cards themselves. Also, remember to discard any **Item cards** on **Drop counters** placed on the map, if any.
- 3 Return any **Madness cards** still on Character boards to the reserve. Madness is not carried over to the next Scenario.
- 4 Make sure you have completed the **Chronicle Diary** for Scenario D by writing down the IDs and names of the 4 Characters you played and the **Epilogue** you obtained at the end (e.g., END-E1-1). If the Epilogue contains "E1", continue with **Storybook E1** in your next game. Otherwise, use **Storybook E2**. Mark the correct box (E1 or E2) as a reminder in the next section of the Chronicle Diary.
- 5 Write also the IDs and names of the Characters you did not play. These Characters automatically remove any Penalty cards they may have and return to 10 Life Points.
- 6 Write the IDs of the **Item cards** regardless of which Character owns them in the **Item reserve** and the total number of **Ammo counters** your Characters have in the Chronicle Diary. You can store any number of Item cards and up to 20 Ammo counters (any excess is lost).
- 7 In each Character's section, write the remaining **Life points**, **Skill counters**, **Personal Ability card** and **Penalty cards** they had at the end of the game. Each surviving Character recovers 2 Life points (up to a maximum of 10). If a Character is dead or left the group during the Scenario, draw a little Skull in their **Life points** space in the Chronicle Diary.
- 8 Write the IDs of **Special Quest cards** that are revealed on the table at the end of the Scenario in the related section.
- 9 Calculate your **final score** for Scenario D: Add 1 point for each ✓ and subtract 1 point for each ✗ marked in the **Plot track**. Write the final result in the Final Score space.
- REMEMBER**
→ If the final score is negative, record 0 instead. The score can never drop below zero.
- 10 Open the **Scenario E box** and take out the components. Most of these cards and counters will be used in the next Scenario, so do not look at their fronts.

11 Open the standard deck marked with the letter "E". This deck contains new cards that will be used in the upcoming Scenario, as well as 2 **Group Ability cards** (with ID **GA-01** and **GA-02**). These cards represent permanent abilities you may purchase for your player group. Look at the next section to understand how these cards work.



REMEMBER

→ In the Secret Box E, there are also 2 Personal Ability cards that look similar to Group Ability cards: don't look at them right now. You can recognize them from the Group Ability card by their ID on the back.

12 In the deck you just open you find 2 **Character** with 2 **Personal Ability cards**: You must add 2 of them (1 Character (with their Personal Ability card) to the general reserve without revealing them:

- END-E1-1 or END-E1-2: Card 912 and PA-912-A.
- END-E2-1 or END-E2-2: Character card 911 and PA-911.

REMEMBER

→ The Personal Ability card unlocked in that way will be immediately available when you will reveal the Character card during the next Scenario. You don't need to place them in the Available Supply.

13 Take punchboards marked with **P-E5** and **P-E6**: they contain 3 additional **Skill counters**, that may be purchased and associated to a Character, placing them on the bottom left of their Character Board, to permanently increase the Character Item storage limit in their personal Supply by 2.



14 Take the Purchasable Components stored in the plastic bag marked **Available Supply** from the previous Scenario. Together with the new **Personal Ability cards** and **Skill counters**, they form the current purchase pool.

15 Calculate the **Purchase Points** available to buy special components: This value is equal to 15 minus the Final Scenario Score previously calculated. Remember to sum to the calculated value the **Remaining Purchase Points** marked in the **Chronicle Diary** that you obtained during the Scenario C, if any. You may spend Purchase Points freely to buy:

- **Special Action card**: 2 Purchase Points;
- **Skill counter**: 3 Purchase Points.
- **Personal Ability card**: 4 Purchase Points.
- **Group Ability card**: 5 Purchase Points.

16 For each **Special Action card** you buy, choose 1 card from the Action deck and remove it (the Action deck always consists of exactly 40 cards). There must always be at least one card of each type in the Action deck.

17 Write the ID number of each **Skill counter**, **Personal Ability card** and **Group Ability card** you purchase in the **Chronicle Diary**, in the section corresponding to the Character it is assigned to.

REMEMBER

→ Each Character may have up to 2 Special Skill counters. Once a counter is assigned to a Character, it cannot be replaced or removed.

→ Each Character may have 1 Personal Ability card. Once a card is assigned to a Character, it cannot be replaced or removed.

18 Store the **Special Action cards**, **Special Skill counters** and **Group Ability cards** that have not been purchased yet in the plastic bag marked **Available Supply**. These components remain available for future Scenarios and can be acquired later using Purchase Points.

19 Use a single plastic bag to divide each Character's components and speed up the setup of your next game (Character cards, Item cards, Special Skill counters and standee for the moment).

20 Use **Out of Campaign plastic bag** to store away all components that are no longer needed in future Scenarios. This includes:

- All **Story cards** marked with "D", except for any **Special Quest cards** revealed during the game;
- **Identifier cards** marked with "D";
- **Character card 911** or **912** that you have not unlocked at step 12.
- All **Menace cards** used in this Scenario;
- the cards removed during the game, including the basic Action cards replaced by Special Action cards you purchased, if any.

21 Return all the components to the box. When you want to play the next one, refer to the next page.

GROUP ABILITY CARDS

Group Ability cards can be purchased. They are not associated to a specific Character and any player, during their turn, may activate its effects. Each Ability card shows an icon on the top-right corner of its front side:



Indicates a permanent ability. This card is never discarded or flipped.



Indicates an activated ability that requires you to flip the card. While the card is face down, the ability cannot be used again. **At the end of each round**, flip face up any Personal Ability card that is face down on the table.

REMEMBER

→ You may have any number of Group cards and you are never forced to activate a Group Ability card: its effect is never mandatory.

STOP READING

SCENARIO E - ADDITIONAL RULES

This page contains the rules introduced in Scenario E.

NEW COMPONENTS

Inside the Secret Box E, you found 2 decks of cards and 6 punchboards (marked with P-E1, P-E2, ..., P-E6).



1 Story deck E: This will guide you through Scenarios E1 and E2, providing map setups, Objectives, Special Quests, and 2 Rule cards.
Don't look at them yet.



1 Identifier card E: This card is simply used to identify the E deck.
Leave this card in the box.



2 additional Character cards: These represent new playable Characters you may use starting from this Scenario.
Don't look at their fronts yet.



2 Personal Ability cards: These represent abilities associated to the new 2 Character you may use starting from this Scenario.
Don't look at their fronts yet.



2 Group Ability cards: These represent abilities shared by the player group.
At the end of the previous Scenario, you have been instructed to take these cards.



1 NPC card: This represent a non-player Characters you may encounter throughout the game.



5 Enemy cards: These represent the Enemies you may encounter throughout the game.
Don't look at their fronts yet.



5 Menace cards: These represent the behavior of menaces encountered during this Scenario.
Don't look at their fronts yet.



5 Human Robot Alien cards: These represent the actions of Human robots. They will be activated by Menace cards during the game.
Don't look at their fronts yet.



5 Mano Alien cards: These represent the actions of the Mano. They will be activated by Menace cards during the game.
Don't look at their fronts yet.



2 Alien Boards (1 for Human Robots, 1 for Mano): These modular boards will hold Human Robots and Mano Alien cards.

Remove them from punchboard P-E1 and P-E2.



2 additional Life Point counters: These 5-value counters are mixed with the others to keep track of the figure **life points** during the game.

Remove them from punchboard P-E5.



2 punchboards of counters: This contains many useful counters that you will punch out during the campaign. When the game instructs you to take a Utility counter from it, you will see an ID marked with a small superscript "E" (e.g., **268^E**): This detail makes them easier to identify during setup and gameplay.

These are punchboard P-E3 and P-E4.

MENACE - HUMAN ROBOT

One of the new "Aliens" you will encounter is the Human Robot. They are not exactly aliens, but humans controlled remotely by the invaders. Their behavior is similar to the Cascarudos, with a few differences: they can attack at range, they are slower but more resistant.

MOVING INTO AN OCCUPIED SPACE

A Character or NPC may move through a space containing a Human Robot, but doing so causes them to suffer 1 damage (1). If a Human Robot cannot move due to a Reaction effect because the destination space is occupied by a Character or NPC, that Character or NPC suffers 1 damage (1).

MENACE - MANO

The second Alien race you will encounter is the Mano. They behave similarly to Cascarudos, but they are extremely difficult to defeat in combat. Additionally, they will never move away from their control device.

MOVING INTO AN OCCUPIED SPACE

A Mano never moves toward Characters or NPCs for any reason. A Character or NPC can never enter a space containing a Mano.

OTHER USEFUL RULES

TUNNELS

During this Scenario, you may enter underground tunnels. These map cards represent tunnel sections (straight, curved, or T-junctions). Tunnels are very narrow and have special rules:

- Each portion of a map card that represents the tunnel floor (even if small) can be occupied by enemies and Characters.
- Some Event counters and Utility counters in the tunnels are placed not on a single space but across the white line separating two spaces. In these cases, the counter is considered to be in both spaces. A Character can interact with it from either position. If an Event counter is placed across two spaces, a Character entering either of those spaces must stop and resolve the event.

All other rules, such as line of sight in combat, follow the standard rules.

MULTIPLE ACTIVATION OF EVENT COUNTER

In this Scenario, some Event counters can be triggered in two ways: through the Timer track or through interaction on the map. When searching for the correct paragraph, be careful not to read the wrong one. For example, there may be both a **Paragraph 001 – TIMER TOKEN** and a **Paragraph 001 – 9XX (ANY CHARACTER)**.

COMBINED SKILL TEST

Some Skill Tests in this Scenario require you to combine two different Skills. To resolve a Combined Skill Test, sum the Character's values for both Skills indicated in the Paragraph, including base values and matching icons from cards on their Character board. The active player may discard Action cards from their hand to add matching icons for either Skill. Read the outcome that matches your combined total.

ADDITIONAL SETUP - SCENARIO E

Follow the General setup at page 6. If you are playing Scenario E1, follow this point 1 instead of the standard one:

- 1 Place the **game board** on the table, on its **back** side. Leave some space on the right side for the discard piles of the decks, which we will place in the following steps.

Then, regardless of the Scenario you will play:

- 12 Remove from the game the Story cards of the Scenario you will **not** play (if you play E1, remove all Story cards marked with E2, and vice versa) without looking at them.

- 13 Add in the general reserve:
 - face-down **Enemy cards**
 - face-down **NPC cards**
 - face-down **Device cards**
 - **Ammo counters**
 - **Loot counters**
 - **Life point counters**
 - **Combat cubes**

- 14 Reveal the **Special Quest cards** you gained in the previous Scenario near the Game board.

15

Take any **Group Ability card** written in the matching section of the Chronicle Diary. Place them face up near the Game board.

16

Based on the Scenario you will play:

- **E1:** Choose 4 Characters from your group to start this Scenario. You are forced to choose **Character 912**. This Character will start the game with the Personal Ability card **PA-912-A** and 10 Life Points; or
- **E2:** Choose 3 (three!) Characters, including Masked figures if needed, from your group to start this Scenario.

Assign each Character a Character board (you may keep the same board and plastic base colors used previously). Regardless of the Scenario you are playing, write down the IDs and names of the chosen Characters in the Chronicle Diary, in the Character section for **Scenario E**. If you want to use **Character 902**, you must use also **Character 905**. If **Character 902** is dead, you may still use **Character 905**. Mark the **Played box** of the chosen Characters in the Chronicle Diary.

17

Assign to each Character any **Penalty** and/or **Personal Ability card** and **Skill counter** indicated in their section in the **Chronicle Diary**.

18

Attach each **Character's Life Point track** counter to the matching Character board. Place the **Life Point token** of the same color on the circle matching the Character's Life Points (the value you marked at the end of the previous Scenario).

19

Freely distribute the **Item cards** and **Ammo counters** listed in the Item reserve of the Chronicle Diary (from the previous Scenario) among the Characters in play. Any Items in excess should be noted in the Notes section, as they will remain on the truck and become available again at the end of this Scenario.

IMPORTANT

- If you are playing Scenario E1, you may assign up to 3 (not 4) Item cards to Character 912.

20

Assemble the **Alien Modular Board** near the game board as shown. Shuffle each **Alien Deck** separately and place them on their corresponding space on the board.



21

Distribute 4 **Consumed cubes** as evenly as possible among all Character boards.

22

Read **Paragraph 999-001** in **Storybook E1** or **E2** (depending on the Epilogue of the previous Scenario) to start the game.

STOP READING

FINISHING SCENARIO E

Follow these steps to correctly prepare everything you will need to proceed with the next Scenario:

- 1 Check if any **Objective cards** have been resolved or failed. If so, follow the instructions on the card. Objectives that were neither succeeded nor failed are ignored. Similarly, any effects triggered by the Timer token reaching the Clock space are ignored if the associated Objective card was neither resolved nor failed.
- 2 Check whether any **Item cards** must be returned to the Item deck at the end of the Scenario, as indicated on the cards themselves. Also, remember to discard any **Item cards** on **Drop counters** placed on the map, if any.
- 3 Make sure you have completed the **Chronicle Diary** for Scenario E by writing down the IDs and names of the 4 Characters you played and the **Epilogue** you obtained at the end (e.g., END-F1-1). If the Epilogue contains "F1", continue with **Storybook F1** in your next game. Otherwise, use **Storybook F2**. Mark the correct box (F1 or F2) as a reminder in the next section of the Chronicle Diary.
- 4 Write also the IDs and names of the Characters you did not play. These Characters automatically remove any **Penalty cards** they may have and return to 10 Life Points.
- 5 Write the IDs of the **Item cards** regardless of which Character owns them in the **Item reserve** and the total number of **Ammo counters** your Characters have in the Chronicle Diary. You can store any number of Item cards and up to 20 Ammo counters (any excess is lost).
- 6 Write every **Group Ability card** owned by the group in the corresponding section of the Chronicle Diary.
- 7 In each Character's section, write the remaining **Life points**, **Skill counters**, **Personal Ability card** and **Penalty cards** they had at the end of the game. Each surviving Character recovers 2 Life points (up to a maximum of 10). If a Character is dead or left the group during the Scenario, draw a little Skull in their **Life points** space in the Chronicle Diary.
- 8 Write the IDs of **Special Quest cards** that are revealed on the table at the end of the Scenario in the related section.
- 9 Calculate your **final score** for Scenario E: Add 1 point for each ✓ and subtract 1 point for each ✗ marked in the **Plot track**. Write the final result in the Final Score space.

REMEMBER

→ If the final score is negative, record 0 instead. The score can never drop below zero.

- 10 Open the **Scenario F box** and take out the components. Most of these cards and counters will be used in the next Scenario, so do not look at their fronts.

11

Open the standard deck marked with the letter "E". This deck contains 2 new **Group Ability cards** (with ID **GA-03** and **GA-04**). These cards represent new permanent abilities you may purchase for your player group. Look at the next section to understand how these cards work.



REMEMBER

→ In the Secret Box F, there are also 2 Personal Ability cards that look similar to Group Ability cards: don't look at them right now. You can recognize them from the Group Ability card by their ID on the back.

12

In the deck you just open you find 1 **Personal Ability card** with ID **PA-912**. If you played Scenario E1 and Character **912** is still alive in your group, replace their **Personal Ability card** **PA-912-A** with **PA-912-B**.

REMEMBER

→ There is another Personal Ability card: don't reveal it for the moment.

13

Take the Purchasable Components stored in the plastic bag marked **Available Supply** from the previous Scenario. Together with the new **Personal Ability cards** and **Skill counters**, they form the current purchase pool.

14

Calculate the **Purchase Points** available to buy special components: This value is equal to 16 minus the Final Scenario Score previously calculated. Remember to sum to the calculated value the **Remaining Purchase Points** marked in the **Chronicle Diary** that you obtained during the Scenario D, if any. You may spend Purchase Points freely to buy:

- **Special Action card**: 2 Purchase Points;
- **Skill counter**: 3 Purchase Points.
- **Personal Ability card**: 4 Purchase Points.
- **Group Ability card**: 5 Purchase Points.

15

For each **Special Action card** you buy, choose 1 card from the Action deck and remove it (the Action deck always consists of exactly 40 cards). There must always be at least one card of each type in the Action deck.

16

Write the ID number of each **Skill counter**, **Personal Ability card** and **Group Ability card** you purchase in the **Chronicle Diary**, in the section corresponding to the Character it is assigned to.

REMEMBER

→ Each Character may have up to 2 Special Skill counters. Once a counter is assigned to a Character, it cannot be replaced or removed.

→ Each Character may have 1 Personal Ability card. Once a card is assigned to a Character, it cannot be replaced or removed.

17 Store the **Special Action cards**, **Special Skill counters** and **Group Ability cards** that have not been purchased yet in the plastic bag marked **Available Supply**.

18 Use a single plastic bag to divide each Character's components and speed up the setup of your next game (Character cards, Item cards, Special Skill counters and standee for the moment).

19 Use **Out of Campaign plastic bag** to store away all components that are no longer needed in future Scenarios. This includes:

- All **Story cards** marked with "E", except for any **Special Quest cards** revealed during the game;
- **Identifier cards** marked with "E";
- **Personal Ability card PA-912-A** if you replaced it with the new one at step 12;
- All **Menace cards** used in this Scenario;
- the cards removed during the game, including the basic Action cards replaced by Special Action cards you purchased, if any.

20 Return all the components to the box.

When you want to play the last Scenario, refer to the next page.

STOP READING

SCENARIO F - ADDITIONAL RULES

This page contains the rules introduced in Scenario F.

NEW COMPONENTS

Inside the Secret Box F, you found 2 decks of cards and 6 punchboards (marked with P-F1, P-F2, ..., P-F6).



1 Story deck F: This will guide you through Scenarios F1 and F2, providing map setups, Objectives, Special Quests, and 1 Rule card. In addition, it contains the Epilogue cards you will read at the end of the campaign.

Don't look at them yet.



1 Identifier card F: This card is simply used to identify the F deck.

Leave this card in the box.



1 additional Character card: This represents new playable Character.

Don't look at their fronts yet.



2 Personal Ability cards: These represent abilities associated to specific Characters.

Don't look at their fronts yet.



2 Group Ability cards: These represent abilities shared by the player group.

At the end of the previous Scenario, you have been instructed to take these cards.



1 Enemy card: This represents an Enemy you may encounter throughout the game.

Don't look at their fronts yet.



3 light blue Menace cards: These represent the behavior of menaces encountered at the beginning of the game.

Don't look at their fronts yet.



5 red Menace cards: These represent the behavior of menaces encountered during this Scenario.

Don't look at their fronts yet.



5 Gurbo Alien cards: These represent the actions of Gurbo. They will be activated by Menace cards during the game.

Don't look at their fronts yet.



3 Device cards (3 blue): These represent Device that Figure may use during the game.

Don't look at their fronts yet.



4 NPC cards: These represent the non-player Characters you may encounter throughout the game.



1 Gurbo Alien Board: This is the section of the modular Alien Board dedicated to the Gurbo. It holds the Gurbo Alien cards.

Remove them from punchboard P-F1.



3 additional Life Point counters: These 5-value counters are mixed with the others to keep track of the figure **life points** during the game.

Remove them from punchboard P-F5.



5 punchboards of counters: This contains many useful counters that you will punch out during the campaign. When the game instructs you to take a Utility counter from it, you will see an ID marked with a small superscript "F" (e.g., **276^F**): This detail makes them easier to identify during setup and gameplay.

These are punchboard P-F3, P-F4, P-F5 and P-F6.

MENACE - GURBO

The Gurbo is one of the most powerful and dangerous creatures in the universe. It has an enormous amount of Life Points and is extremely resistant. Fighting it is extremely dangerous and can easily result in death. Approach with extreme caution.

MOVEMENT

Due to its massive body, the Gurbo occupies a 2x2 area and moves by grid cells, not by spaces. It can only move into outdoor 2x2 areas.

REMEMBER

→ If there is a tie when determining the direction (for example, if the nearest Character is diagonally positioned), players choose which direction the Gurbo moves.

MOVING INTO A SPACE OCCUPIED BY A FIGURE

A Character, NPC and Enemy (except for Mindveil Fog counters) can never enter a space containing a Gurbo. If the Gurbo moves into or through a space occupied by a Character, NPC or Enemies (except for Mindveil Fog counters), they are instantly killed and the Gurbo continues its movement.

MOVING INTO A SPACE WITH AN UTILITY COUNTER

If the Gurbo encounters a Device or an Utility counter, remove it from the map and the Gurbo doesn't stop. If it encounters a Device or an Utility counter marked with \oplus , it stops in front of it: remove it from the map. If it hits a Utility counter marked with \odot , read the corresponding **Paragraph XXX – HIT** as if it was hit by a ranged attack (see *Explosive Utility counter* in the next page).

REMEMBER

→ When any Utility counter is removed from the map, check all revealed Objective cards to see if there is any effect to resolve.

→ The Gurbo always takes the shortest available path to reach its target even if it is blocked by Utility counters marked with \oplus (as it can destroy them).

→ Doors, windows and open passages (such as Utility counter 202) are never removed by the Gurbo.

NEW DEVICE - TANK

The Tank is a special Device composed of two pieces: **Utility counter 274** (the hull) and **Utility counter 275** (the turret with the cannon). Both pieces move together as a single unit. The Tank occupies 2 spaces and can hold only one operating figure. Unlike other Devices, the operating Character is not placed on the Device itself, but next to the Tank's Device cards to indicate that it is operating from inside the vehicle.

DOUBLE DEVICE CARDS

The Tank is composed of 2 Device cards: **274-A** and **274-B**. Together, they show 3 Device Actions that can be performed when specific Action cards are played while operating the Tank, as well as two resource tracks: one for Fuel and one for Ammunition.

WHEN THE TANK RECEIVES DAMAGE

The Tank has no Life Points and cannot be damaged through normal attacks, but it may be destroyed through other means (like the Gurbo), specified by the Scenario or by cards. When this happens, remove the Utility counters forming the Tank, discard Device cards **274-A** and card **274-B** and the Operating Character dies.

MOVEMENT AND ROTATION

When the hull moves or rotates, the turret maintains its relative position and rotates together with it. However, the turret can also rotate 90 degrees independently from the hull when players play specific Action cards as indicated on the Device card. The position of the turret indicates the firing direction of the cannon. The Tank is extremely powerful, but not easily maneuverable: it can only fire orthogonally (up, down, left, or right), never diagonally.



MOVING THE TANK INTO AN OCCUPIED SPACE

The Tank can be moved following the normal movement rules for a Character. If it enters a space occupied by a Character or NPC, that Character or NPC suffers 3  and is pushed to any empty space within Range 1. If it enters a space occupied by an Enemy, that Enemy resolves a Reaction. If the Reaction doesn't move it, it suffers 3  and is pushed to any empty space within Range 1.

FUEL AND AMMO CONSUMPTION

The Tank consumes 1 Fuel each turn while operating. If the Fuel track reaches zero (so if the Consumed cubes tracking the Fuel is removed), the Tank cannot perform any movement, rotation or attack and the operating Character leaves it and must be placed in any empty space within Range 1. The Tank consumes 1 Tank Ammo each time it fires. When it does, move the Consumed cube on the corresponding track to indicate the remaining resource (or remove it if the Tank ammo runs out).

MYSTERIOUS DEVICE - ???

This mysterious Device (with ID “???”) can be operated remotely. The operating Character does not need to be adjacent to or on the Device: they can control it from a distance while remaining in their current position on the map. This Device has Life Points as indicated on its Device card and can receive damage like Characters and NPCs.

REMEMBER

- This mysterious Device is considered as an NPC when Enemies evaluate their effects (such as attacks and movement).
- While operating this device, the operating Character's card is flipped face down. If that Character receives any damage, it immediately loses control of the Mysterious Device.

OTHER USEFUL RULES

EXPLOSIVE UTILITY COUNTERS

Some Utility counters are marked with , indicating they can be targeted by ranged weapons (not melee weapons). When attacking, a player may place a Combat cube on a Utility counter of this type instead of an Enemy. Combat is resolved normally, but when the player resolves the effect of hitting that Utility counter, they read the corresponding Paragraph XXX – HIT, where XXX is the ID of the targeted Utility counter. After resolving the effect, remove the Combat cube as normal.

REINFORCEMENTS

In this Scenario, when a Character dies, players may bring a new Character into play. Choose an unused Character from your reserve and place their standee on the starting space indicated in the setup (see Story card F1-01 or F2-01 for the coordinates). The new Character enters play as if starting from the beginning: they may take Item cards from the general reserve as indicated on their Character card. Place the new Character card on the Character board of the deceased Character, replacing them completely. Remember to place the appropriate Life Point counters, Skill counters and Personal Ability cards an Item cards you want from the remaining ones in the Item reserve on the new Character card and to assemble their standee using the correct colored plastic base.

REMEMBER

- Masked Figures cannot be replaced. If a Masked Figure dies in this Scenario, they are dead permanently.

MAP EXTENSION

In this Scenario, you may encounter an area that is located outside the main Map grid. This area is represented by a Utility counter, with a space marked with . This map extension is connected to a Utility counter present on the Map with the same letter and follow “Hatches, Manhole, Stairs” rules introduced in Scenario B.

REMEMBER

- The spaces on this Utility counter are considered indoor spaces.

ADDITIONAL SETUP - SCENARIO F

Follow the General Setup at page 6, taking into account these steps:

3 Create the Menace deck by shuffling the “Light blue” Menace cards and placing it on the matching space of the game board. Place the other “red” Menace cards in the general reserve.

Then, follow these steps:

12 Remove from the game the Story cards of the Scenario you will not play (if you play F1, remove all Story cards marked with F2, and vice versa) without looking at them.

12 Take the 6 Epilogues cards (marked with END#1, END#2...) from the Story deck and place them near the game board. They will be used at the end of this Scenario.

12 Add in the general reserve:

- face-down **Enemy cards**
- face-down **NPC cards**
- face-down **Device cards**
- **Ammo counters**
- **Loot counters**
- **Life point counters**
- **Combat cubes**

13 Reveal the **Special Quest cards** you gained in the previous Scenario near the Game board.

14 Take any **Group Ability card** written in the matching section of the Chronicle Diary. Place them face up near the Game board.

15 Choose 4 Characters from your group to play this Scenario and assign each one a Character board (you may keep the same board and plastic base colors used previously).

Write down their IDs and names in the Chronicle Diary, in the Character section for **Scenario F**.

If you want to use **Character 902**, you must use also **Character 905**. If **Character 902** is dead, you may still use **Character 905**.

Mark the **Played** box of the chosen Characters in the Chronicle Diary.

16 Assign to each Character any **Penalty** and/or **Personal Ability card** and **Skill counter** indicated in their section in the **Chronicle Diary**.

17 Attach each **Character’s Life Point track** counter to the matching Character board. Place the **Life Point token** of the same color on the circle matching the Character’s Life Points (the value you marked at the end of the previous Scenario).

18 Freely distribute the **Item cards** and **Ammo counters** listed in the Item reserve of the Chronicle Diary (from the previous Scenario) among the Characters in play. Any Items in excess should be noted in the Notes section, as they will remain on the truck and become available again at the end of this Scenario.

19 Don’t distribute 4 **Consumed cubes** among all Character boards: until the Light blue Menace cards form the Menace deck, you must ignore this rule.

18

Assemble the **Alien Modular Board** near the game board as shown. Shuffle each **Alien Deck** separately and place them on their corresponding space on the board.



14

Read **Paragraph 999-001** in **Storybook F1** or **F2** (depending on the Epilogue of the previous Scenario) to start the game.

STOP READING

FINISHING SCENARIO F

Follow these steps to correctly end the campaign:

1

Check if any **Objective cards** have been resolved or failed. If so, follow the instructions on the card. Objectives that were neither succeeded nor failed are ignored. Similarly, any effects triggered by the Timer token reaching the Clock space are ignored if the associated Objective card was neither resolved nor failed.

2

Make sure you have completed the **Chronicle Diary** for Scenario F by writing down the IDs and names of the 4 Characters you played and the **Epilogue** you obtained at the end (e.g., END).

3

Write also the IDs and names of the Characters you did not play.

4

Write the IDs of the **Item cards** regardless of which Character owns them in the **Item reserve** and the total number of **Ammo counters** your Characters have in the Chronicle Diary. You can store any number of Item cards and up to 20 Ammo counters (any excess is lost).

5

Write every **Group Ability card** owned by the group in the corresponding section of the Chronicle Diary.

6

In each Character’s section, write the remaining **Life points**, **Skill counters**, **Personal Ability card** and **Penalty cards** they had at the end of the game. Each surviving Character recovers 2 Life points (up to a maximum of 10). If a Character is dead or left the group during the Scenario, draw a little Skull in their **Life points** space in the Chronicle Diary.

7

Calculate your **final score** for Scenario F: Add 1 point for each ✓ and subtract 1 point for each ✗ marked in the **Plot track**. Write the final result in the Final Score space.

REMEMBER

→ If the final score is negative, record 0 instead. The score can never drop below zero.

8

You’ve completed the campaign. Read the next section to check your final score!

WINNING THE CAMPAIGN

SPECIAL QUESTS

For each Special Quest, check if you have already marked an outcome in the **Special Quest Epilogues** section of the Chronicle Diary. If not, follow the instructions below.

SPECIAL QUEST #1

- If you own **Special Quest card C-15**:
 - Mark **outcome #E**.
- Otherwise:
 - Mark **outcome #A**.

SPECIAL QUEST #2

- If you own **Special Quest card B1-16** and **Character 911**:
 - Mark **outcome #D**.
- If you don't own **Special Quest card B1-16** but you own **Character 911**:
 - Mark **outcome #C**.
- If you own **Special Quest card B1-16** but you don't own **Character 911**:
 - Mark **outcome #B**.
- Otherwise:
 - Mark **outcome #A**.

SPECIAL QUEST #3

- If **Character 902** is dead but **905** is alive:
 - Mark **outcome #E**.
- If **Character 902** and **905** are both alive
 - Mark **outcome #F**.

SPECIAL QUEST #4

- If you never found **Character 906**:
 - Mark **outcome #A**.
- If **Character 901** and **906** are both alive:
 - Mark **outcome #F**.

SPECIAL QUEST #5

- If you own **Special Quest cards C-16** and/or **D-17**:
 - Mark **outcome #D**.
- Otherwise:
 - Mark **outcome #B**.

SPECIAL QUEST #6

- If you own **Special Quest card C-17**:
 - Mark **outcome #B**.
- Otherwise:
 - Mark **outcome #A**.

SPECIAL QUEST #7

- In any case:
 - Mark **outcome #A**.

After marking all outcomes, take the **Epilogue cards (END#1 through END#7)** included in the Story deck F and read the matching epilogue for each Special Quest as marked in your **Chronicle Diary**.

FINAL CAMPAIGN SCORE

Now calculate your Final Campaign Score:

1. Add up the Final Score from each Scenario you played (found in the Chronicle Diary for Scenarios A, B, C, D, E, and F).
2. Add the total to reach your Final Campaign Score. Write it in your Chronicle Diary to remember your past adventures in this world.

HOW DID YOU DO?

< 20

The invasion took its toll. Many were lost, and the road was paved with hard choices. But you survived. Sometimes, that is enough.

20 TO 35

You made it through, though not without scars. Some battles were won, others lost. There is room to grow, but you should be proud of how far you came.

36 TO 50

Well done. You led your group with courage and determination. The sacrifices were not in vain, and your choices made a real difference.

> 50

Exceptional. Against all odds, you guided your group through the nightmare with skill and heart. Few could have done better. You are true survivors.

LOSING THE CAMPAIGN

There is no final score if you lose the campaign. If it happens, you may restart from the last scenario you played by reading the final situation of your last won scenario in the Chronicle Diary. If you prefer to start over from the beginning, read the section **Reset the Game**.

GLOSSARY

This glossary contains all the most important game terms in alphabetical order. Reading some definitions may cause minor spoilers about game mechanics introduced in later scenarios.

Action card	A card that describes actions Characters may perform during the game. Players draw and play these cards to interact with the game.	Drop counter	A counter placed on the map when a Character dies, marking where their items can be retrieved. Any Character passing through this space automatically may pick up these item cards.
Alert counter	A card that describes actions Characters may perform during the game. Players draw and play these cards to interact with the game.	Enemy card	A card representing a hostile figure controlled by the game. Shows its stats, abilities, and defeat conditions. Associated with a standee on the map to represent its position
Alien board	A modular board section that holds Alien cards for a specific alien race (Cascarudos, Human Robots, Manos, Mindveil Fog, Gurbo).	Figure	Generic term for any piece on the map: Characters, NPCs, or Enemies.
Alien card	A card that determines an alien race's actions and reactions, usually divided into Action (top) and Reaction (bottom) sections.	First Player counter	A counter indicating which player takes the first turn each round. The First Player is also responsible for moving Consumed cubes to the Alien Board to activate enemy actions.
Ammo counter	A token representing ammunition owned by a Character. Required to perform Ranged Attacks	Grid cell	A section of the game board identified by coordinates (e.g., A1, B3). Each grid cell can hold one or more Map cards.
Attack action	An action that allows a Character to deal damage to Enemies using weapons. Attacks can be Melee (close combat) or Ranged (from distance, requires spending Ammo counters).	Group Ability card	A card representing abilities shared by the entire player group, activated by flipping the card.
Available Supply	A storage area (plastic bag) containing purchasable components between scenarios.	Identifier card	A card used to identify a specific deck (A, B, C...).
Character card	A card representing a playable Character controlled by the players. Shows their ID, name, abilities, and stats. Associated with a standee on the map to represent their position.	Item card	A card representing items Characters may find and use during the campaign. Each Character may hold up to 4 Item cards.
Character board	A board that holds all components related to a specific Character (Character cards, Action cards, Item cards, etc.).	Item reserve	Items stored between scenarios that are not currently equipped on Characters.
Chronicle Diary	A booklet used to save progress during the campaign and record data to correctly read the epilogue.	Life point	A measure of a figure's health. When Life Points reach zero, the figure is defeated.
Combat cube	A cube placed on the map during attacks to indicate affected spaces and damage.	Life point counter	Counters of different values (1, 5) placed on Enemy and NPC cards to track their remaining health
Consumed cube	A cube placed on Character boards or counters to track activation of alien actions or used items.	Life point token	A colored token placed on a Character's Life Point track counter to indicate their current health.
Deck Cover card	A card placed at the bottom of Item and Map decks to prevent players from accidentally viewing upcoming cards.	Loot counter	A counter representing items that can be picked up from the map.
Device card	A card showing the actions and rules for operating a specific Device (such as cannon or vehicle). Associated with a Utility counter or standee on the map to represent its position.	Menace card	A card that controls the behavior of menaces (Snowflakes in Scenario A, or triggers Alien actions in later scenarios). Drawn at the end of each round.
		NPC card	A card representing a Non-Player Character (a friendly figure that can assist the players). Shows its abilities and how it can help the group. Associated with a standee on the map.
		Objective card	A Story card containing objectives that players must complete or may fail during the game
		Out of Campaign plastic bag	A storage area (plastic bag) used to permanently remove components that are no longer needed in the campaign. Components placed here will not be used again.

Penalty card	A card placed on Character boards representing negative effects (Fatigue, Heavy Wound, Madness).
Personal Ability card	A card representing a unique ability that can be purchased and assigned to a specific Character.
Purchase Points	Points earned at the end of scenarios, used to buy Special Action cards, Skill counters, and Personal Ability cards.
Range	The maximum distance (in spaces) from which an attack or ability can be performed.
Secret Box	A sealed box containing components for future scenarios. Only open when instructed.
Skill	An attribute representing a Character's abilities. There are six Skills: Agility, Fighting, Leadership, Perception, Science, and First Aid. Each Skill is represented by a specific icon.
Skill counter	A counter that can be purchased and attached to a Character board to provide permanent Skill bonuses or extra storage for Item cards.
Skill Test	A test requiring players to match or exceed a target value using a Character's Skill and card icons.
Snowflake counter	A counter representing the deadly snow menace in Scenario A.
Snowpack	A group of adjacent Snowflake counters that are flipped together.
Special Action card	An advanced Action card that can be purchased between scenarios to replace standard Action cards.
Epilogue card	A card (END#1 to END#7) read at the end of the campaign to reveal the epilogue of your story based on the outcomes of your Special Quests.
Special Quest card	A Story card that describes a Special Quest objective and its possible outcomes.
Timer token	A token placed on the Timer track to mark the passage of time during a scenario.
Timer track	A track on the game board showing the progression of time and triggering events.

ICONS

- ⊕ The Utility counter marked with this icon blocks movement and line of sight and Figures cannot pass through. This counter can be interacted with by Characters in adjacent spaces.
- ⊖ The Utility counter marked with this icon indicates an opening (such as an open door), which can be crossed freely. A Character may interact with it from either side, as if it were in their own space;
- ⊖ The Utility counter marked with this icon indicates an obstacle (such as a closed door or window) that cannot be crossed. However, a Character may still interact with it from either side, as if it were in their own space.
- ⌚ The Utility counter marked with this icon indicates a Device.
- ☀ The Utility counter marked with this icon can be targeted by ranged weapons (not melee weapons) and it has a PARAGRAPH XXX-HIT.
- This icon represents Life points.
- This icon represents damage inflicted by an attack or an effect.
- ✓ This icon is used in the Chronicle Diary to mark positive outcomes, completed objectives, or bonus points
- ✗ This icon is used in the Chronicle Diary to mark negative outcomes, failed objectives, or penalty points

RESET THE GAME

If you want to play the campaign again from the beginning, follow these instructions to return all components to their original positions.

HOW TO IDENTIFY COMPONENTS

- Cards (63×88mm and 70×110mm): The letter in the ID code indicates the box (e.g., B-001 → Secret Box B);
- Story Cards (70×110mm): Look at the letter in the top right corner;
- Punchboards: Look at the letter and color on the back;
- Standees (Characters, NPCs, Enemies): These don't have letter and color on the back, so check the list below;

CORE BOX

- Standard cards marked with A-001, A-002...
- Story cards marked with A-XX and R-01;
- Standees 901 to 904;
- Utility counters 201 to 237;
- Event counters 001 to 010;
- Loot counters 751 to 762;
- All basic tokens (Ammo, Life Points, Consumed cubes, Snowflake, Timer, Alert, First Player)
- Rulebook, Storybooks and Chronicle Diary

SECRET BOXES

- Standard cards marked with B-001, B-002...
- Story cards marked with B1-XX, B2-XX, and R-02;
- Standees 801 to 805, 701 to 704, 905, and 906;
- Utility counters 238 to 252;
- Punchboards P-B1 to P-B6;
- Standard cards marked with C-001, C-002...
- Story cards marked with C-XX and R-03;
- Standees 806 to 809, 711 to 716, and 907 to 910;
- Utility counters 253 to 262;
- Special Skill counters SK-01, SK-02, and SK-03;
- Punchboards P-C1 to P-C6;
- Standard cards marked with D-001, D-002...
- Story cards marked with D-XX and R-04;
- Standees 810 to 813, 911, and 912;
- Utility counters 264 to 267;
- Special Skill counters SK-04, SK-05, and SK-06;
- Punchboards P-D1 to P-D5;
- Standard cards marked with E-001, E-002...
- Story cards marked with E1-XX, E2-XX, R-05, and R-06;
- Standees 721 to 724, and 731;
- Utility counters 268 to 270;
- Special Skill counters SK-07, SK-08, and SK-09;
- Punchboards P-E1 to P-E6;

- Standard cards marked with F-001, F-002...
- Story cards marked with F1-XX, F2-XX, and R-07;
- END cards (END#1 to END#7);
- Standees 913 and 741;
- Utility counters 271 to 279;
- Punchboards P-F1 to P-F6;

CHRONICLE DIARY

Erase all marks from the Chronicle Diary, or print a new copy.

RESET THE GAME

A NOTE FROM THE DESIGNER

Thank you for playing The Eternaut. This has been the most complex project I have ever undertaken. Building the rules and weaving the story on my own was a challenge, but also a deeply rewarding journey. I hope the experience has been as meaningful for you as it was for me to create. I want to thank all the playtesters who helped shape this game, and every backer who believed in this project. Your support made this possible.

THE ADVENTURE CONTINUES

Your story does not end here. Turn the page and play the replayable Scenario to help Juan Salvo fight Them across other worlds of the Continuum, in realities much like your own.

