

# TERRORSCAPE

## RULEBOOK



# TABLE of CONTENTS

<b>Prologue</b> .....	<b>P.3</b>	<b>Winning the game as Survivors</b> .....	<b>P.17</b>
<b>Components</b> .....	<b>P.3-5</b>	• Escape.....	P.17
<b>Setup</b> .....	<b>P.6-7</b>	• Wait for rescue.....	P.17
<b>Game Overview</b> .....	<b>P.8</b>	<b>The Killer's turns</b> .....	<b>P.18-19</b>
• Flow of the game.....	P.8	• Use ⚡ cards.....	P.18
<b>Key Concepts</b> .....	<b>P.9-11</b>	• Use a ⚡ card OR perform 2 actions.....	P.19
• Zones on the map.....	P.9	• Use a ⌚ card.....	P.19
• Locations on the map.....	P.9	• Draw 3 cards.....	P.19
• Special locations on the map.....	P.9	<b>Encountering Survivor(s) and victory</b> .....	<b>P.20</b>
• The Killer's level and strength.....	P.10	• Using an attack card ⚔.....	P.20
• Injuries and deaths.....	P.10	• Survivors' defense.....	P.20
• Keywords .....	P.10-11	<b>FAQ</b> .....	<b>P.21</b>
<b>Survivors' turns</b> .....	<b>P.12-16</b>	<b>Variants (in development)</b> .....	<b>P.22-25</b>
• Remove noise tokens and check for victory.....	P.12	• Trait cards and survival difficulty levels.....	P.22
• Extra actions.....	P.12	• Separate ways.....	P.23
• Actions.....	P.13-15	• Survival plans.....	P.23
• Item types.....	P.15	• Dual-killer(in development).....	P.24-25
• Discover.....	P.16	<b>Assembly guide of the screen and dice tower</b> ....	<b>P.26-30</b>
• Inform the noises.....	P.16	<b>Recommended storage</b> .....	<b>P.31-34</b>
<b>Encountering the Killer</b> .....	<b>P.16-17</b>	<b>Credits</b> .....	<b>P.35</b>
• Defense of a Survivor.....	P.16		
• Winning an encounter.....	P.17		
• Losing an encounter.....	P.17		



# PROLOGUE

On a stormy night, unfortunate travelers rushed into an abandoned mansion in the woods to take shelter. But even worse than the relentless rain, they in fact accidentally entered the hunting ground of a bloodthirsty killer...

**Terrorscape** is a team-based horror game. Take on the roles of the survivors. Escape and hide from the killer. Or instead, be the killer and hunt down your prey! During the game, the survivors will hide out of sight of the killer, utilize items found to raise their chance of survival, and ultimately try to escape from the nightmare. On the other side, the killer will hunt the survivors with unforgiving abilities. When the killer encounters the survivors, a battle of life and death begins!

With various killers and survivors, each match-up is a new experience. Every character has their own skills, playstyles, and miniature(s). Killers, enjoy your hunt! Survivors, play smart and outplay your opponent!



# COMPONENTS



1 assembled screen with inserted dice tower (for the assembly guide, turn to pages 22-26)



1 Killer's game board with map



1 Survivors' game board with map



5 Survivor miniatures and their corresponding colored rings



2 sets of 3 Killer miniatures



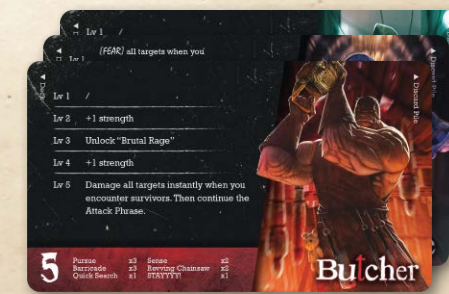
1 Killer's level and strength board



5 Survivor boards



3 Survivor inventory boards



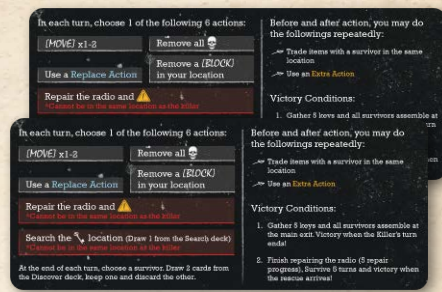
3 Killer boards



5 Survivor health status tiles



5 Survivor information cards



2 player aids



39 skill cards



45 item cards



7 Killer assistance tokens



12 noise tokens  
(Only THIS token is unlimited during gameplay)



2 firecracker tokens



1 rescue token



5 repair tokens



14 block tokens



6 fear tokens



1 level tracker



1 strength tracker



1 repair progress marker



2 stealth marker



4 defense dice

**More Content  
Coming Soon...**

# SETUP

## Common

- 1 Assemble the screen with the dice tower (for the assembly guide, turn to pages 22-26).
- 2 Connect the screen with the Killer's game board and the Survivors' game board.
- 3 Choose one player to be the Killer. This player sits on the Killer's side of the screen. All other players are the Survivors, sitting on the other side of the screen.
- 4 Each side takes their corresponding tray. Put the following components into the trays:  
 Killer: skill cards, Survivor health status tiles, Survivor information boards, Killer assistance tokens, stealth token, repair progress marker, firecracker token, player aid, 6 noise tokens, and 7 block tokens.  
 Survivors: item cards, Survivor boards, rescue token, firecracker token, player aid, 6 noise tokens, 7 block tokens, and 6 fear tokens.
- 5 Each side simultaneously chooses their respective side's character(s): either 1 Killer or 3 Survivors. After all characters are chosen, each side announces their selection.
- 6 Place the trays and the Killer's level and strength board in the corresponding space.

## The Killer

- 1 Place the corresponding Survivors' health status tiles on the screen.
- 2 Place the corresponding Survivors' information cards on their corresponding slots beside the map.
- 3 Take the Killer's board and shuffle the deck belonging to your chosen Killer. Draw 2 cards as your starting hand.
- 4 Take out the skill card showing the lock icon on its top-left corner. Place it in the locked space on the left.
- 5 Set the level tracker on the "Lv1" slot. Set the strength tracker according to your Killer's starting strength.

- 6 Place the corresponding Killer's miniature in the location containing the Hidden Exit. (On the Mansion map, this is G5 Garden.)
- 7 Place the repair progress marker on its corresponding space.

## The Survivors

- 1 Place the Survivors' miniatures in the corresponding colored rings.
- 2 Place 5 repair tokens on the 5 circle slots beside the map.
- 3 Place the 4 defense dice on the 4 square slots beside the dice tower.
- 4 Sort the Item cards into piles based on their backs. Place them on the corresponding spaces face down.
- 5 Shuffle together the item cards showing the magnifying glass on their backs to form the discover deck.
- 6 Shuffle together the item cards showing the black key on their backs to form the search deck. Place the item card showing the colored key on its back under this deck.
- 7 Place the corresponding Survivors' miniatures in the location containing the Main Exit. (On the Mansion map, this is R1 Main Hall.)
- 8 Place the corresponding Killer's miniature in the location containing the Hidden Exit. (On the Mansion map, this is G5 Garden.)
- 9 Take the corresponding Survivor board and an item inventory board for each Survivor. Place them in front of the player(s). Give each Survivor any items they start with from the cards with a backpack on their backs, and return the rest to the box.



# GAME OVERVIEW

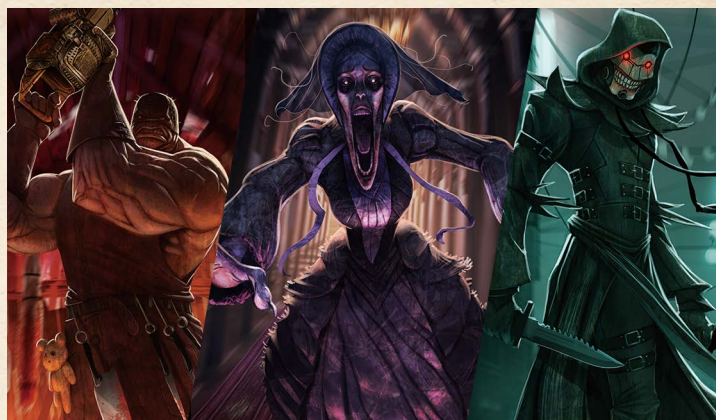
**Terrorscape** is a team-based game. You will play as either the Survivors or the Killer. The objective, setup, and rules are different between the two sides.

## The Killer

The Killer acts alone against the Survivors! But this is no problem because the Survivors are mere prey in a hunt when faced with the Killer's skills and strength.

Despite the merciless power the Killer has, the Killer lacks information about where the Survivors are. To locate the Survivors, the Killer needs to use their skills and the noise the Survivors make. Once the Survivors are located, all that's left is to decide how to eliminate them.

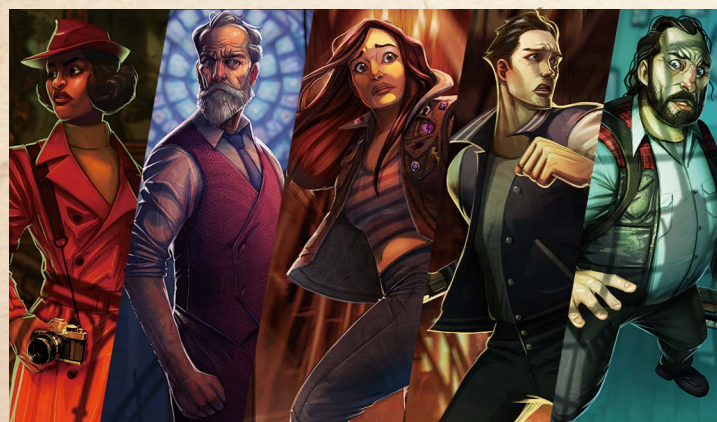
The Killer's goal is to find the Survivors and kill one of them.



## The Survivors

The Survivors are unlikely to survive a head-on fight, but the Killer does not know where they are. So, the Survivors must stay hidden from the Killer's sight and either search for the keys or repair the radio to make an emergency call. But they must be careful! If they make noise, they'll give hints to the Killer about where they might be.

The Survivors' goal is to either find the 5 keys in order to escape the mansion or repair the radio to make an emergency call.



# KEY CONCEPTS

## Zones on the map



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

## Locations on the map



A location is identified by its code (e.g., B5) and name (e.g., Banquet Hall). There is no limitation on how many players can be in a single location.

## Special locations on the map



Item locations. The Survivors can search only if they are in these locations.



Radio location. The Survivors can repair the radio only if they are in this location.



Secret passages. A Survivor can move through them using the item "Flashlight". (Sophia, however, can use her own ability instead of a "Flashlight".) Using the secret passage, Survivors can move from a location to another location matching the secret passage icon.



These locations are only for the variant "Survival Plan". See page 21 for more details.

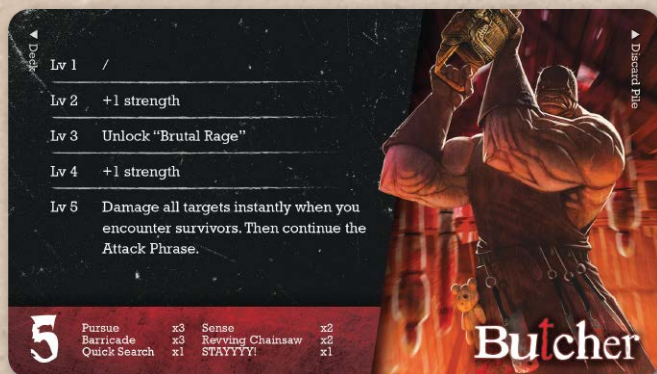
## Flow of the game

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



## The Killer's Level and Strength

The Killer's strength shows how hard they are to repel. Their level shows the special effect that will be unlock during the game. The Killer's level and strength are open information and should always be updated on the Killer's level and strength board. The maximum Killer's strength is 10.



## Injuries and deaths

When a Survivor is injured, flip their health status tile to the injured side. In **Terrorscape**, each Survivor has only 2 health points. If they are injured again, they die and the Killer wins the game.



Injured



Injured

The Survivor dies.  
The Killer wins.

## Keywords

**[MOVE]** x N Move from your current location to an adjacent location. You may do this N times. If there's a block token blocking the way, as a Survivor, you cannot move through it. As a Killer, you can move through it, but doing so removes the block token.

**[SENSE]** Ask if there are any Survivors in a zone/location/range depending on the effect. Except Anna, the Survivors must be honest with you, telling you exactly who is in that zone/location/range. The Killer can **[SENSE]** even if they are not currently in that zone/location/range.

**[BLOCK]** Place 1 block token on a door (shown as a white rectangle between locations) in your current location. As the Killer, you must tell the Survivors which door have you placed a block token on. For example, "I've blocked the door between the Kitchen and Storage!" If you run out of block tokens but you still want to **[BLOCK]**, you need to destroy 1 block token to do so.

**[FEAR]** Place a fear token under the target Survivor's health status tile. If this is the third one, instead of placing it, ask that Survivor to place a noise token in their location.

**[HEAL]** Heal an injured Survivor by flipping their health status tile to its uninjured side.

**[SEARCH]** Ask the Survivors if any of them are standing in the Killer's location. They must be honest with you. If yes, the Killer will attack them.

**N Range** Some Killer skills have a range. "Range" means the Killer's current location and all locations within the distance of N locations connected to it with doors.

**[STEALTH]** x N The Killer moves to an adjacent location without telling the Survivors. They may do this N times. The Survivors can place the stealth marker in the Killer's location, and place the Killer's miniature onto the **STEALTH** circle. The Killer can place the stealth marker beside their miniature to mark that they are stealthing.

**Reappear** At the start of the Killer's turn, if the Killer did a **[STEALTH]** last turn, they appear again in their current location. Both team should place the Killer's miniature back to their current location and remove the stealth marker. Then, the Killer must do an extra **[SEARCH]**, which does not count as an action.



# SURVIVORS' TURNS

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

You (and your team) decide the Survivors' turn order. You may perform different actions for each Survivor.

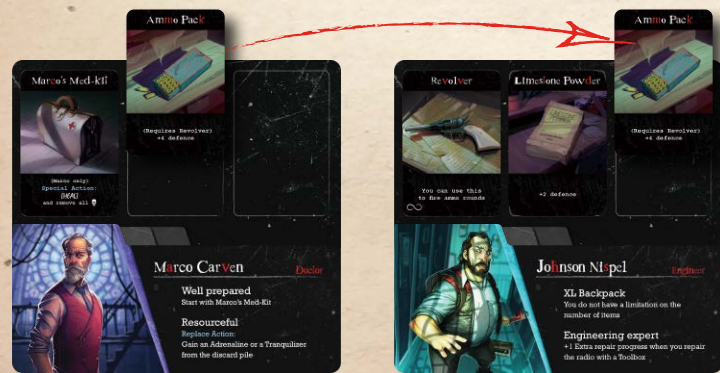
## Step 0: Remove noise tokens and check for victory

- Remove all the noise tokens from the board.
- (If applicable) Move the rescue token one space to the right. You [as the Survivors] win if it arrives the last slot.
- (If applicable) You win if all of the Survivors are in the location containing the Main Exit with the 5 keys. To escape through the Hidden Exit, you also need to have the Secret Map.

## (Optional) Step 1: Exchange items or extra actions

You may exchange items with other Survivors in the **same location**.

For example, Marco and Johnson are in the same location (Main Hall). After discussing, Marco decides to give Johnson the Ammo Pack because Johnson has a Revolver.



Besides, you may use any number of extra actions.

If "Extra Action" is printed on an item, you may execute the effect and discard the item as an extra action during your turn.



Sophia's "Observative" ability can become an extra action if she is holding a Flashlight.



## Step 2: Perform an action

For each Survivor, **choose 1 of the following 6 actions** to perform:

### Action 1: [MOVE] x 1-2.

From hiding from the Killer to completing goals to get closer to victory, moving is essential for the Survivors. To do so, move a Survivor from one location to an adjacent location. Two locations are adjacent if they share a dotted line or a white rectangle (i.e., a door).

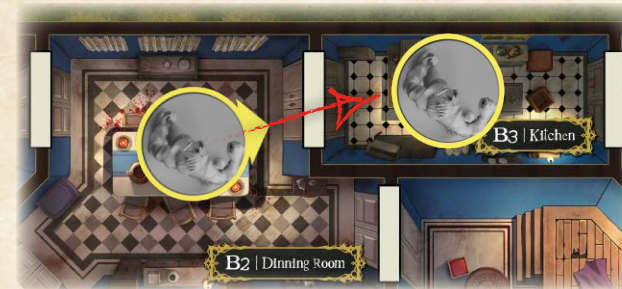
Example:

The players choose to move Anna from the Shed to Graveyard.



Example:

The players choose to move William from Dining Room to Kitchen.



## YOU SHALL NOT PASS!

If there is a block token between two locations, you cannot pass through it. Block tokens are one of the tools that the Killer can use to hunt down the Survivors.

**HINT:** A block token only prevents a Survivor from moving through it; it does not prevent the use of any item(s) (e.g., a Whiskey Bottle).



### Action 2: Remove all fear tokens [skull icon].

To do so, remove all the fear tokens from that survivor.

## Fear [skull icon] and noise [warning icon] are dangerous for the Survivors!



When the Killer gives a Survivor [skull icon], put a fear token onto the leftmost empty [skull icon] slot under the health status tiles belonging to the Survivor. If this is the Survivor's third fear token, the Survivor makes a noise instead of gaining fear; place a noise token in the Survivor's location and immediately inform the Killer where does the noise come from.

Noise tokens are limited to 1 token per location, even if more than one noise occurs in a single location during the Survivors' turn.

(Hint: "Firecracker" allows you to make noise in all locations, thus covering up any noise that the Survivors actually make. Both sides place firecracker token [warning icon] in the Killer's location on both the Survivors' and Killer's maps, instead of placing noise tokens in all locations.)

[skull icon] and [warning icon] are harmful to the Survivors. Some of the Killers may even have skills that use them as tools for hunting down the Survivors.

Example:

The players choose to remove all fear tokens from William to avoid him receiving one more and making a noise.

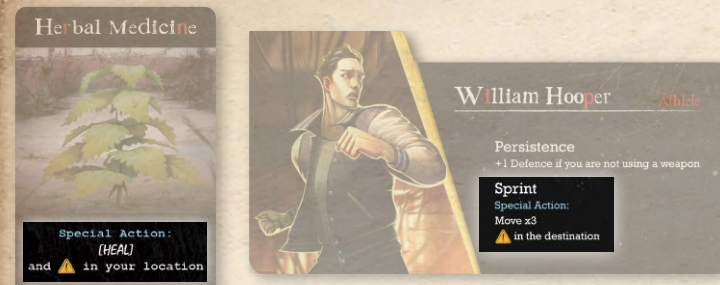


## Step 2: Perform an action (Cont.)

### Action 3: Use a special action.

To do so, resolve the special action's effect (and discard it if it is an item without a ∞ symbol).

Examples of special actions:



### Action 4: Remove a block token in your location.

Because you cannot pass through a block token when moving, this makes it difficult for you to evade the Killer and survive. To solve this, you may remove a block token in your location during your turn.

To do so, simply remove it from the map. Then, you must tell the Killer immediately which block token you removed from the map so that the Killer player can update this on their map as well.

Example:

The player who controls Anna chooses to remove the block token between the Kitchen and the Storage. Then, they inform the Killer to remove that block token on their map.



### Action 5: Repair the radio and make a ⚠️.

(HINT: Only one Survivor can perform this during the Survivors' turn.)  
(HINT: Cannot be in the same location as the Killer.)

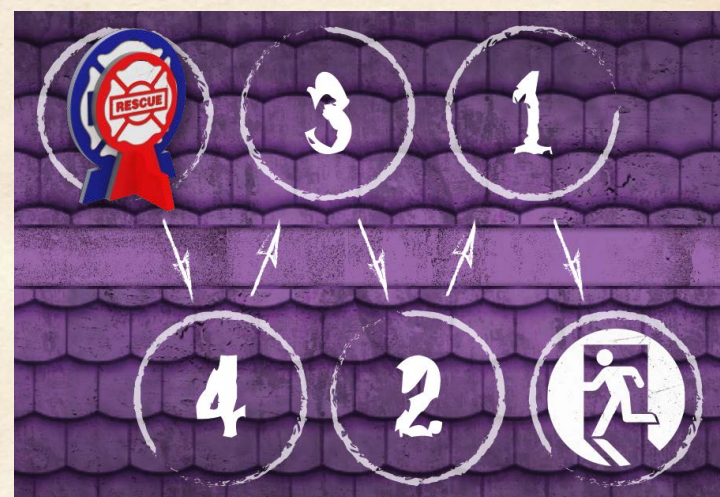
In order to win as the Survivors, you can choose to repair the radio to call for rescue and stay alive for 5 rounds until rescue arrives. Each map has a radio location with a ⚙️ icon. For the Mansion map, this is the Living Room.

A Survivor has to be in the radio's location in order for them to repair it. Repairing the radio increases the repair

progress; put one of the repair tokens onto the gear slot, then put a noise token on the location. If all 5 repair tokens have been placed, the radio is repaired.



If the radio has been repaired, put the rescue token on the "5" slot of the corresponding space on the screen. This represents that rescue is coming in 5 rounds (shown by the rescue token moving one step to the right during step 0 of the Survivors' turn). When the rescue has arrived (i.e., the rescue token has reached the last slot), you win.



## THE KILLER STOPS YOU FROM DOING THIS!

Remember, if the Killer is in the same location as you, you cannot repair!



### Action 6: Search the 🔑 location.

(HINT: Cannot be in the same location as the Killer.)

In order to survive, you must make good use of items. To acquire items, you may perform this action.

A Survivor has to be in one of the 🔑 locations in order for them to search for items. To perform this action, draw 1 item from the search deck.



If there is a ⚠️ printed on the top-left corner of the Item card, you need to put a noise token on the Survivor's current location. ("Toolbox" and "Key" are some of the examples showing this.) Regardless of whether you decide to take or discard the item, it still makes a noise.



Remember, every Survivor other than Johnson can carry only 3 items in their inventory. If you ever exceed this limit, you must immediately select 3 items to keep and discard the rest into a discard pile.



## THE KILLER STOPS YOU FROM DOING THIS!

Remember, if the Killer is in the same location as you, you cannot repair!

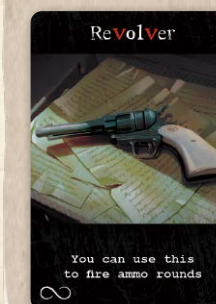


## Item Types

There are different types of items in **Terrorscape**. If there is a ∞ symbol on the item card (for example, "Revolver"), the item can be used as many times as you want.

If there is no ∞ symbol on the item card (for example, "Toolbox"), you must discard the item after use.

"Key" is special. Place "Key" cards immediately on the key stand (on the screen) instead of on your inventory when you obtain them.



## (Optional) Step 3: Exchange items or extra actions

You may exchange items with other Survivors in the **same location**.

Besides, you may use any number of extra Actions.



## Step 4: Discover

Choose one Survivor to draw 2 cards from the discover deck, keep one, and discard the other into a discard pile. Some items might make a noise . Regardless of whether they keep or discard it, the item will still make a noise in the Survivor's current location.

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



If the discover deck is empty at the start of this step, you immediately lose the game!

## Step 5: Reveal the noise locations

At the end of the Survivor's turn, you need to inform the Killer where noises have occurred. The Killer does not know exactly where the Survivors are, so the Killer will use to estimate the Survivors' location(s). You must be honest in order to make the game playable.

(Hint: "Firecracker" allows you to make noise in all locations, thus covering up any noise that the Survivors actually make. Both sides place the firecracker token in the Killer's location on both the Survivors' and Killer's maps, instead of placing noise tokens in all locations.)

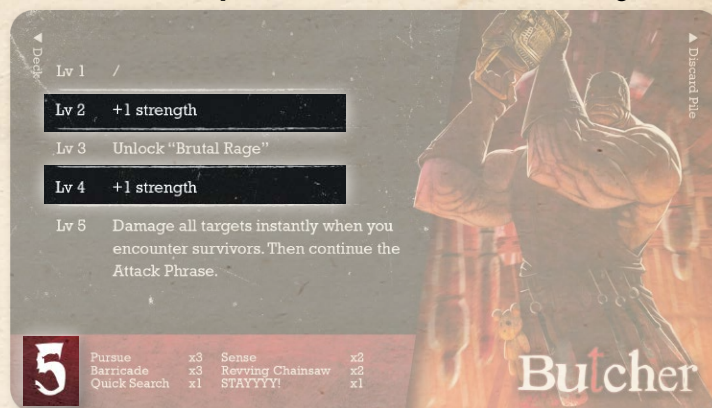
## ENCOUNTERING THE KILLER

During the Killer's turn, the Killer may [SEARCH]. If they do, the Survivors need to check if any of them are in the same location as the Killer. If they are, they need to tell the Killer which Survivor(s) are in the location. Then, an encounter happens which the Killer attacks the Survivors and Survivors will have to defend themselves.

Choose ONE Survivor at the location to roll a **number of defense dice (4 minus how many fear tokens the Survivor has)**. Before rolling the dice, that Survivor can use ONE item to increase their defense (or if they choose the "Revolver", they can also use the "Ammo Pack"). Then, they add up the number of defense from the item card and the dice result. If it is equal to or higher than the Killer's strength, the Survivor successfully defended themselves.

If it is lower, the Survivor gets injured. The Killer will fight the Survivors one-by-one until either one of the Survivors wins or all of the Survivors present are injured.

For example, the Butcher is in Level 4, his strength is 7, and he did not use any skill cards to increase his strength.



If the Butcher found Marco in a [SEARCH], Marco needs to defend himself.



Marco chooses to use the item "Limestone Powder" to increase his defense by 2. Then, Marco rolls all 4 dice because he has no fear tokens.



Adding the result and the item, he has a total of 8 defense, which is higher than the Butcher's strength. Therefore, Marco successfully repelled the Butcher.

If the Survivor wins the encounter:

- All the Survivors in the location (including those who were not attacked by the Killer) can optionally [MOVE] x1.
- Then, the Killer discards 2 cards from their deck.

If the Survivor loses the encounter:

- The Survivor who lost is injured. If this results in the Survivor's death, the Killer wins.
- If there is more than 1 Survivor in the location, the Survivors choose the next Survivor to defend against an attack. Repeat this process until either one Survivor successfully defends or all the Survivors in the location have lost to the Killer.
- The Survivors in the location can optionally [MOVE] x1.

## WINNING THE GAME AS SURVIVORS

There are two ways to win as the Survivors. The first is to escape by having the 5 keys. The second is to repair the radio and wait until rescue arrives.

### Way 1: Escape

At the beginning of the Survivors' turn, if all 5 keys have been found and all 3 Survivors are in the location containing the Main Exit, you win the game.



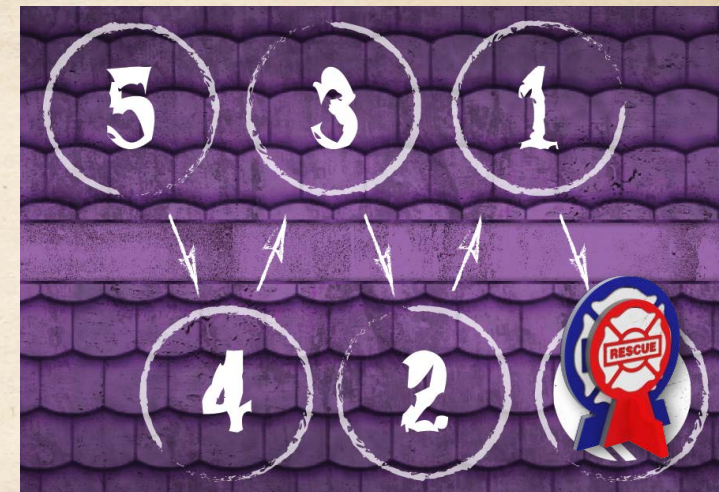
Or if all 5 keys have been found and one Survivor has the "Secret Map", all 3 Survivors can escape in the location containing the Hidden Exit.



## Way 2: Wait for rescue

If the radio has been repaired, place the rescue token on the "5" slot on the corresponding space on the screen.

From this point forward during step 0 of the Survivors' turn, move the rescue token one space to the right. If it leaves the "1" slot, rescue has arrived and you win.



It's time to learn how to be the **Killer**...

# THE KILLER'S TURNS

In **Terrorscape**, regardless of the number of players, there is only 1 Killer in the game, and they take on all the other players. Therefore, we recommend that players with more experience in this game assume the Killer role to play with newer players. For the first game, we suggest using the Butcher because he is more straightforward to play.

As the Killer, you need to figure out where the Survivors are hiding. You can place the killer assistance tokens on the map as you like to help you with your deduction.

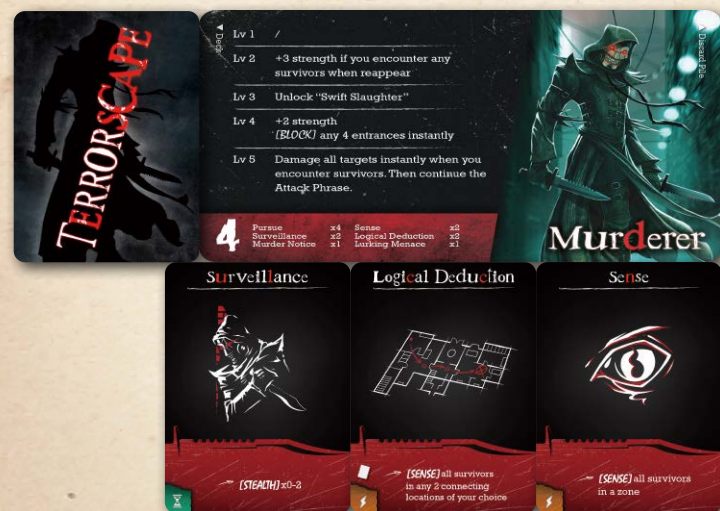


Also, you will not know the Survivors' exact progress in repairing the radio. You can use the repair progress marker to guess it for your reference.

## Estimated Repair Progress



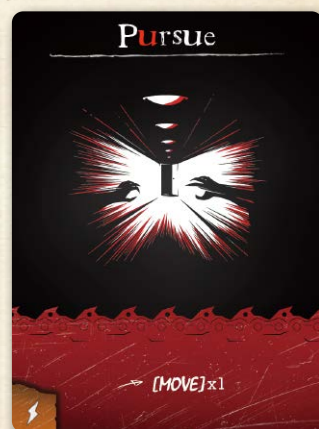
In this game, the Killer's hand of cards should always be placed on the table under the Killer board.



Killer's hand of cards

## (Optional) Step 1: Use ⚡ cards

During this step, you may use as many ⚡ cards as you want. As the Killer, whenever you use a card, say the effect and let the Survivors react to your skills. For example, if you [MOVE], you should always tell survivors your path, so that they can move the Killer's miniature on their map respectively.



"Sense" and "Pursue" are common example of ⚡ cards.

If there are any card icon in the bottom left corner of the skill card, it is the cost to use the skill, and you must discard the matching amount of cards (which cannot include the card itself) to use the skill. Otherwise, you cannot use it.



## Step 2: Use a ⬆️ card OR perform 2 actions

During this step, you may EITHER use a ⬆️ card OR perform 2 actions ([MOVE] x1 / [SEARCH]).

### Option 1: Use a ⬆️ card

⬆️ cards are very useful. You need to use them wisely, though, because you cannot perform regular actions when using ⬆️ cards.



"Revving Chainsaw!" and "Whizzing by" are examples of ⬆️ cards.

### Option 2: Perform 2 actions

If you chose not to use ⬆️ cards, you can perform 2 regular actions (either [MOVE] x1 OR [SEARCH]).

You can choose to perform the same action twice or each action once.

The Killer can [MOVE] from a location to an adjacent location. Unlike the Survivors, the Killer can even pass through Block tokens, removing them in the process. Remember, whenever you move, you have to tell the Survivors your path. For example, "I moved from the Den to the Banquet Hall." *HINT: You do NOT, however, remove Block tokens if you [STEALTH].*

For example, the Butcher moves from the Den to the Library for his first action. Then, he moves to the Greenhouse for his second.



The Killer can [SEARCH] to ask if they share a location with any Survivors. The Survivors must answer honestly. If you find a Survivor, an encounter occurred and you have to attack them. Combat will be explained in later sections. If no Survivor shares their location with you, progress to the next step.

## Step 3: Use a ⏳ card

(*HINT: you can do this only if you did not encounter a Survivor in this turn.*)

If there was no any encounter, you may use a ⏳ card. ⏳ cards allow you to strategize for your future turns.



"Barricade" and "STAYYYY!" are examples of ⏳ cards.

## Step 4: Draw 3 cards

Lastly, you must draw 3 cards and end your turn. You have a hand limit of 5, and you must immediately discard any cards that are drawn in excess of it.

If the deck is empty when you are about to draw a card, shuffle the cards in discard pile to form a new deck, and draw the card from it. Then, increase your level. Show the new level and new strength (if any) using the level and strength board.


If the new level unlocks a skill card, add it into your hand. If the unlocked skill card exceeds your hand limit, you can choose which card to discard to acquire it—this is the only instance in which you can choose which card to discard.




# ENCOUNTERING THE SURVIVOR(S)

If there are any Survivors standing on the same location with you during a [SEARCH], you attack them! The Killer has only one way to actively win the game: killing one of the Survivors.

## (Optional) Step 1: Use a card

You may use a  card to increase your strength or stop the Survivors from using items.



In the base game, only the Murderer has  cards.

## Step 2: Survivors defend

The Survivors may use an item to boost their defense. Then, they will troll a number of defense dice (4 minus how much fear the Survivor has). Adding the number of defense from the item card and the dice result. If it is equal to or higher than the Killer's strength, the Survivors successfully defend themselves.

If the Survivor wins the encounter:

- All the Survivors in the location (including those who were not attacked by the Killer) can optionally [MOVE] x 1.
- Then, the Killer discards 2 cards from their deck.

If the Survivor loses the encounter:

- The Survivor who lost is injured. **If this results in the Survivor death, the Killer wins.**
- If there is more than 1 Survivor in the location, the Survivors choose the next Survivor to defend against an attack. Repeat this process until either one Survivor successfully defends or all the Survivors in the location have lost to the Killer.
- The Survivors in the location can optionally [MOVE] x 1.



# Frequently Asked Questions

**Q1. As a Survivor, can I use 2 items to increase my defense?**

Answer:

No. In almost all cases, you can only use 1 item in an encounter. The only special case is the "Revolver". You can use it to discard an "Ammo Pack" to increase defense.



**Q2. Do block tokens get removed if the Killer is using [STEALTH]?**

Answer:

No. [STEALTH] does not remove any block tokens, and the Killer can still pass through block tokens.



**Q3. Can I throw a "Whiskey Bottle" through a block token?**

Answer:

Yes, you can. For example, even if there is a block token between the Kitchen and the Storage, you can throw a "Whiskey Bottle" from one room to the other.



**Q4. Do I need to actually put a noise token on every locations when using the "Firecracker"?**

Answer:

No, you can skip this. Instead, put a firecracker token on the location of the Killer. Then, tell the Killer to do it as well. As one location can only have 1 noise token on it, with the help of firecracker, all of your other noise can be covered.



**Q7. What is meant by Anna being invisible to "sense"?**

Answer:

It means Anna does not need to answer when the Killer uses [SENSE]. For example, if Anna is alone in red zone, and the Killer uses [SENSE] to ask if anyone is in it, the Survivors must answer "No." If there are any other Survivors (e.g., William and Sophia) within the same zone, the Survivors can answer "William and Sophia" but do not need to answer "Anna."



**Q6. Can the "Ancient Amulet" prevent the Murderer's Swift Slaughter skill?**

Answer:

Yes. Murderer's "Swift Slaughter" skill counts as a damage as well.



**Q7. As the Killer, can I discard the card with a cost itself to pay the cost?**

Answer:

No, you must discard other cards for the cost. For example, if you want to use "Brutal Rage", you must discard another card instead of this one.

***More Content  
Coming Soon...***

***More Content  
Coming Soon...***

***More Content  
Coming Soon...***

***More Content  
Coming Soon...***

# Appendix: ASSEMBLY GUIDE

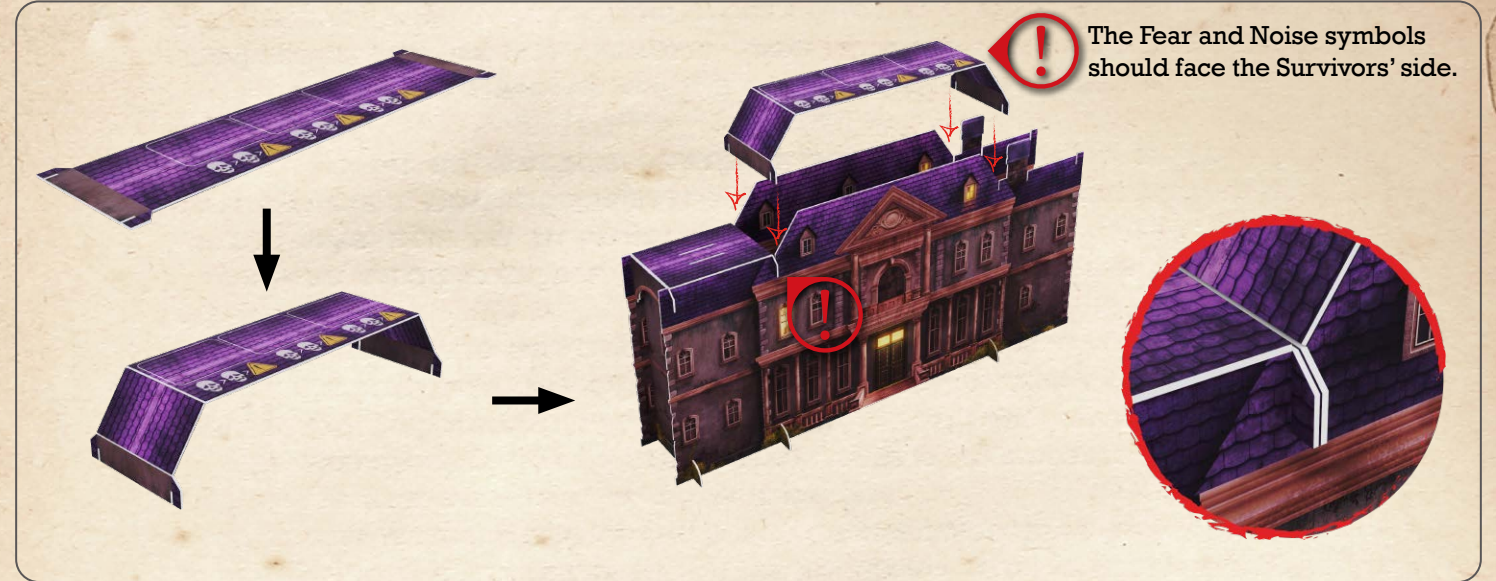
## PART A - STEP 1



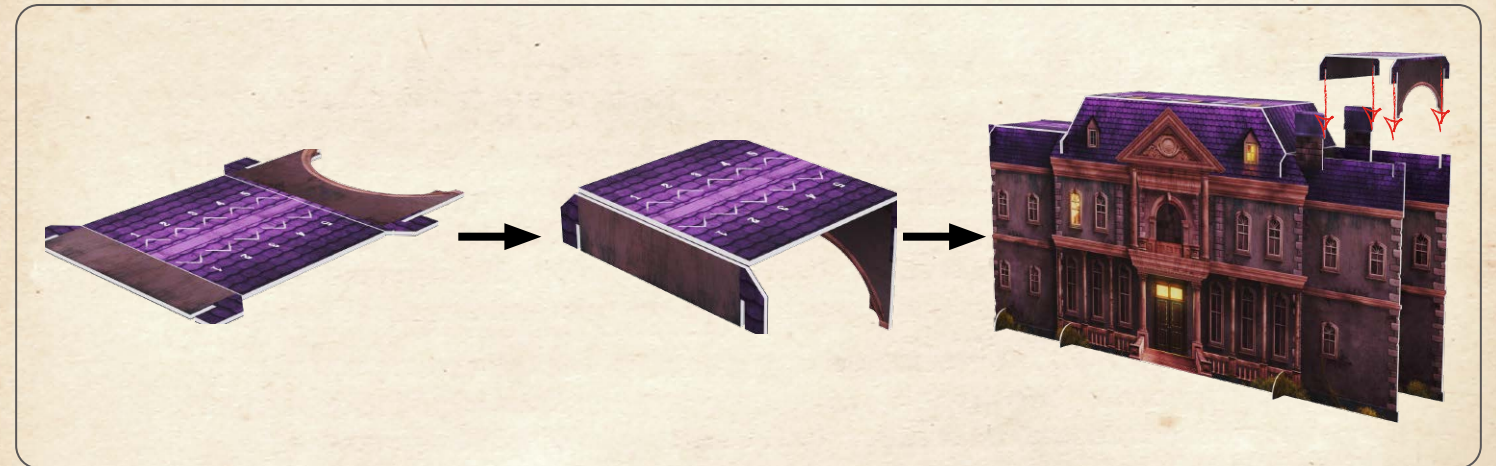
## PART A - STEP 2



## PART A - STEP 3



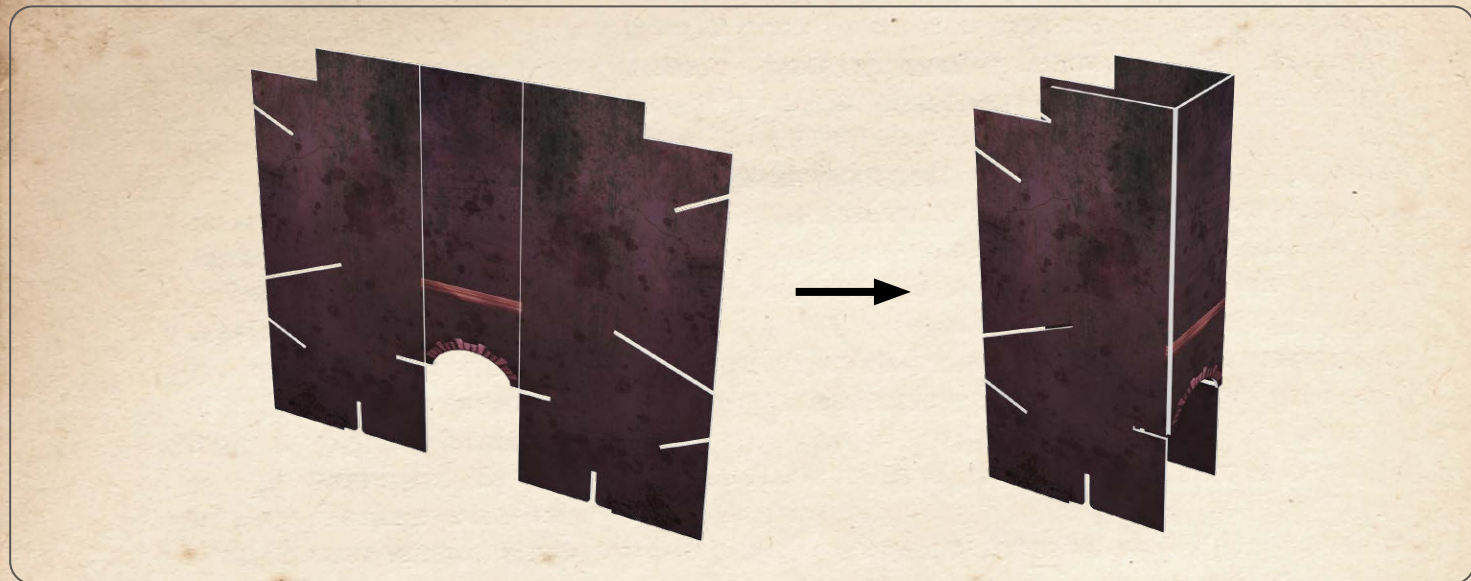
## PART A - STEP 4



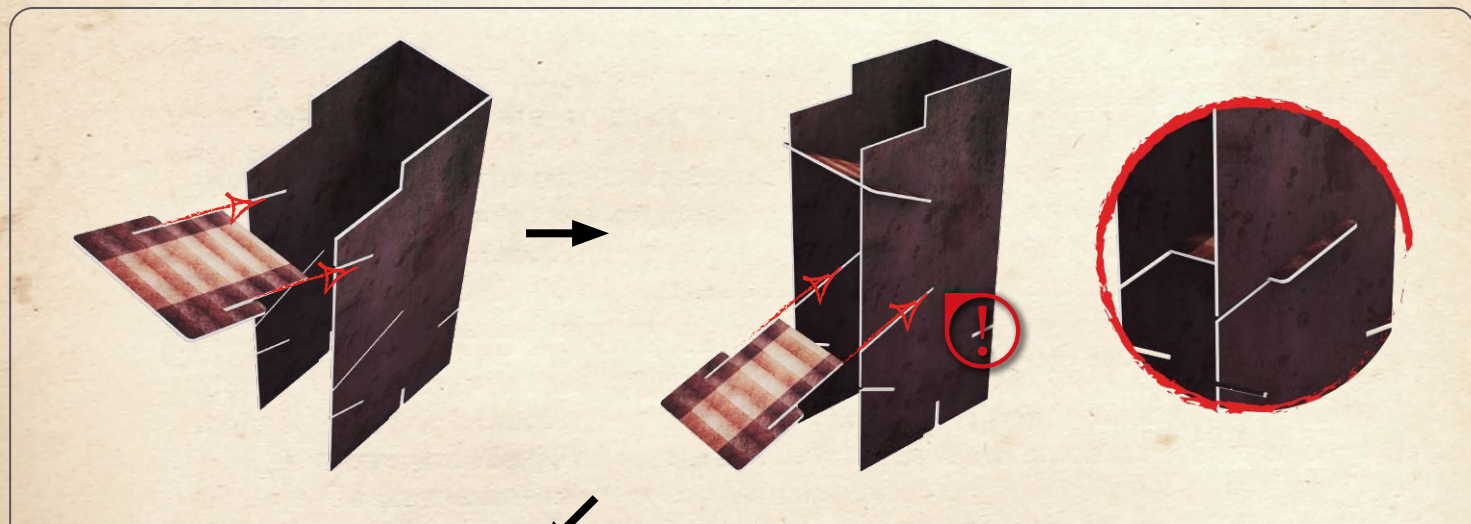
## PART A - DONE



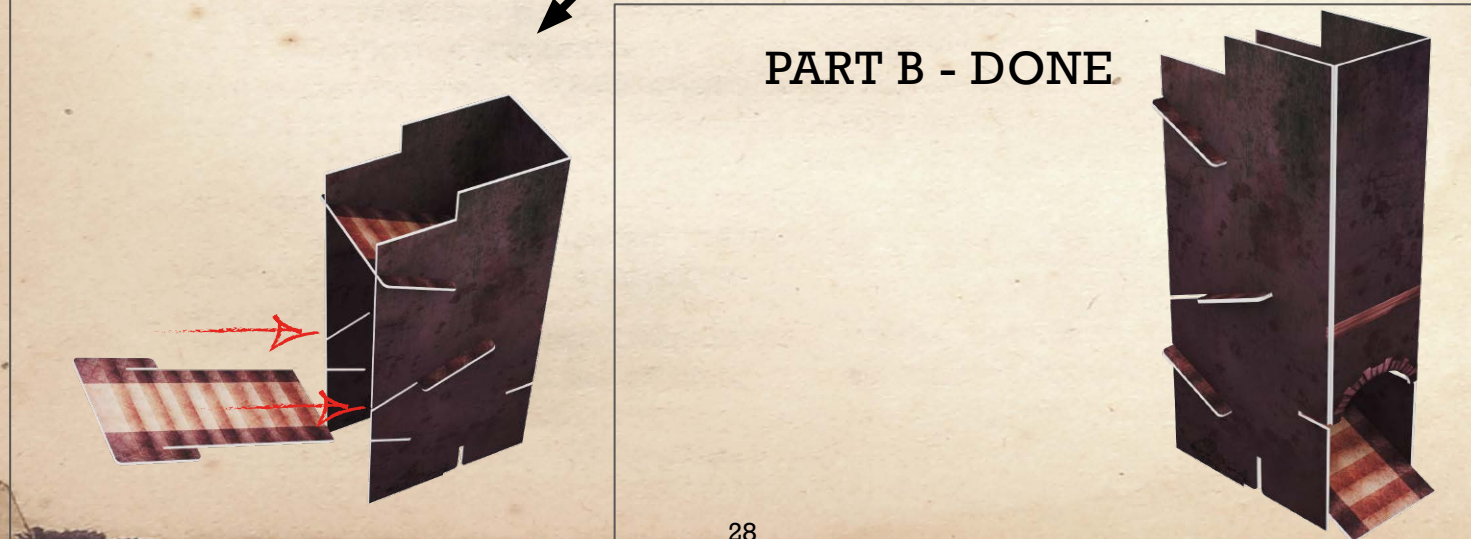
PART B - STEP 1



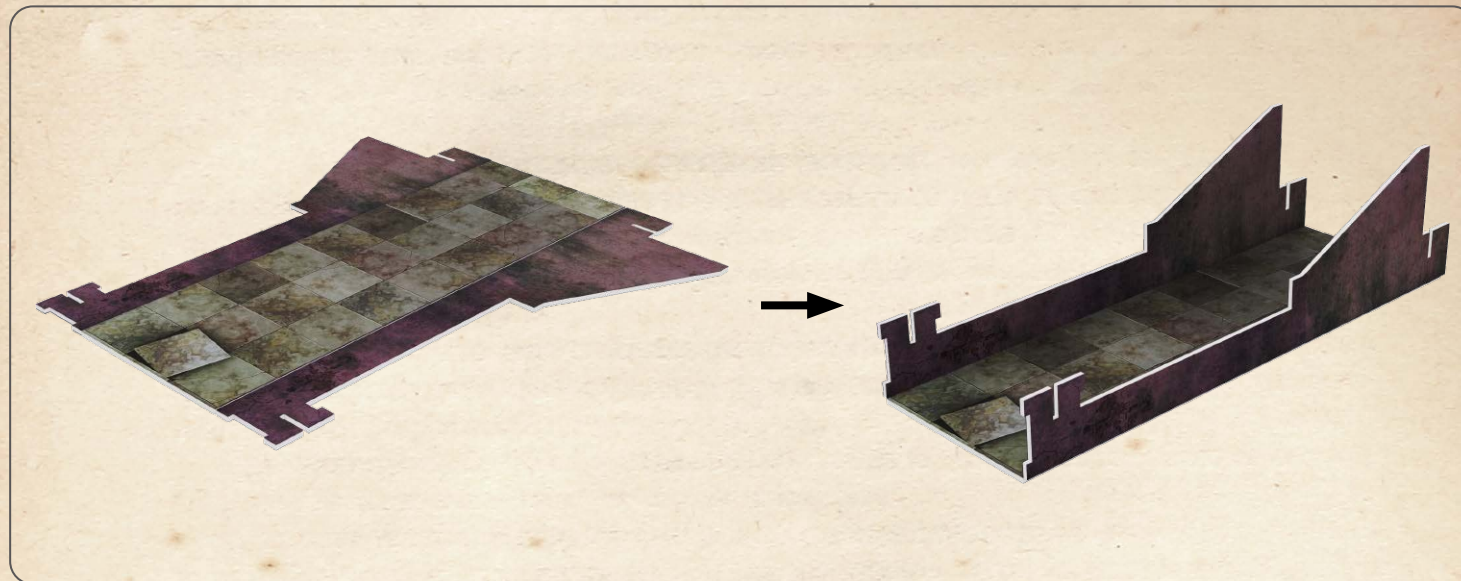
PART B - STEP 2



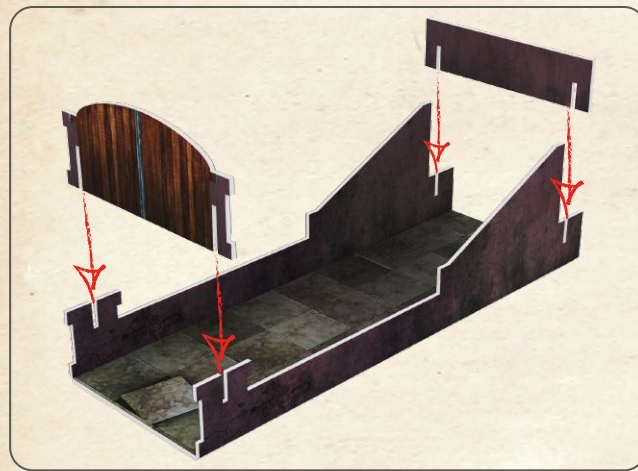
PART B - DONE



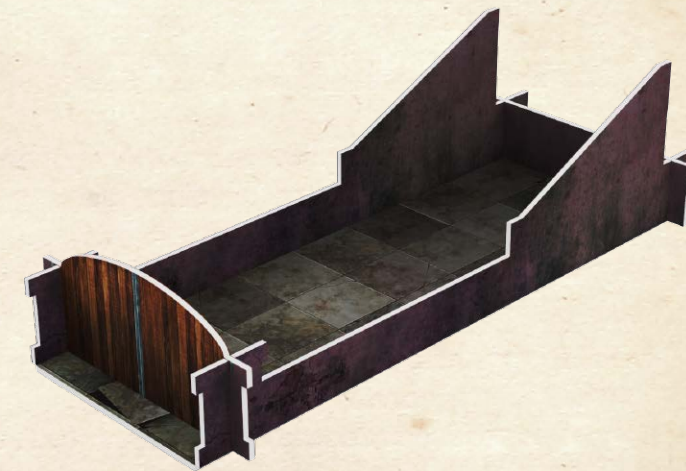
PART C - STEP 1



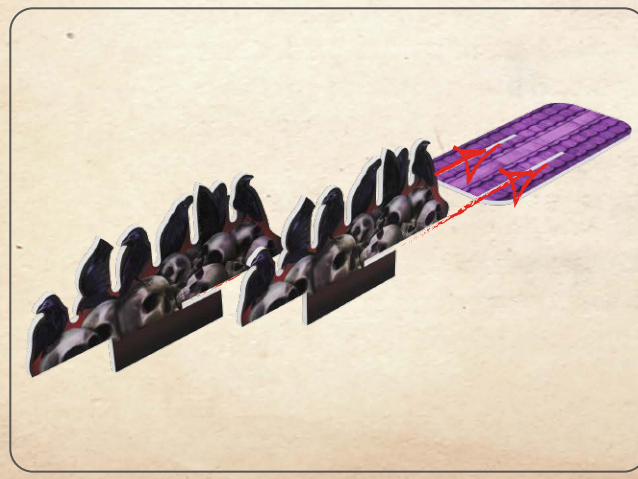
PART C - STEP 2



PART C - DONE



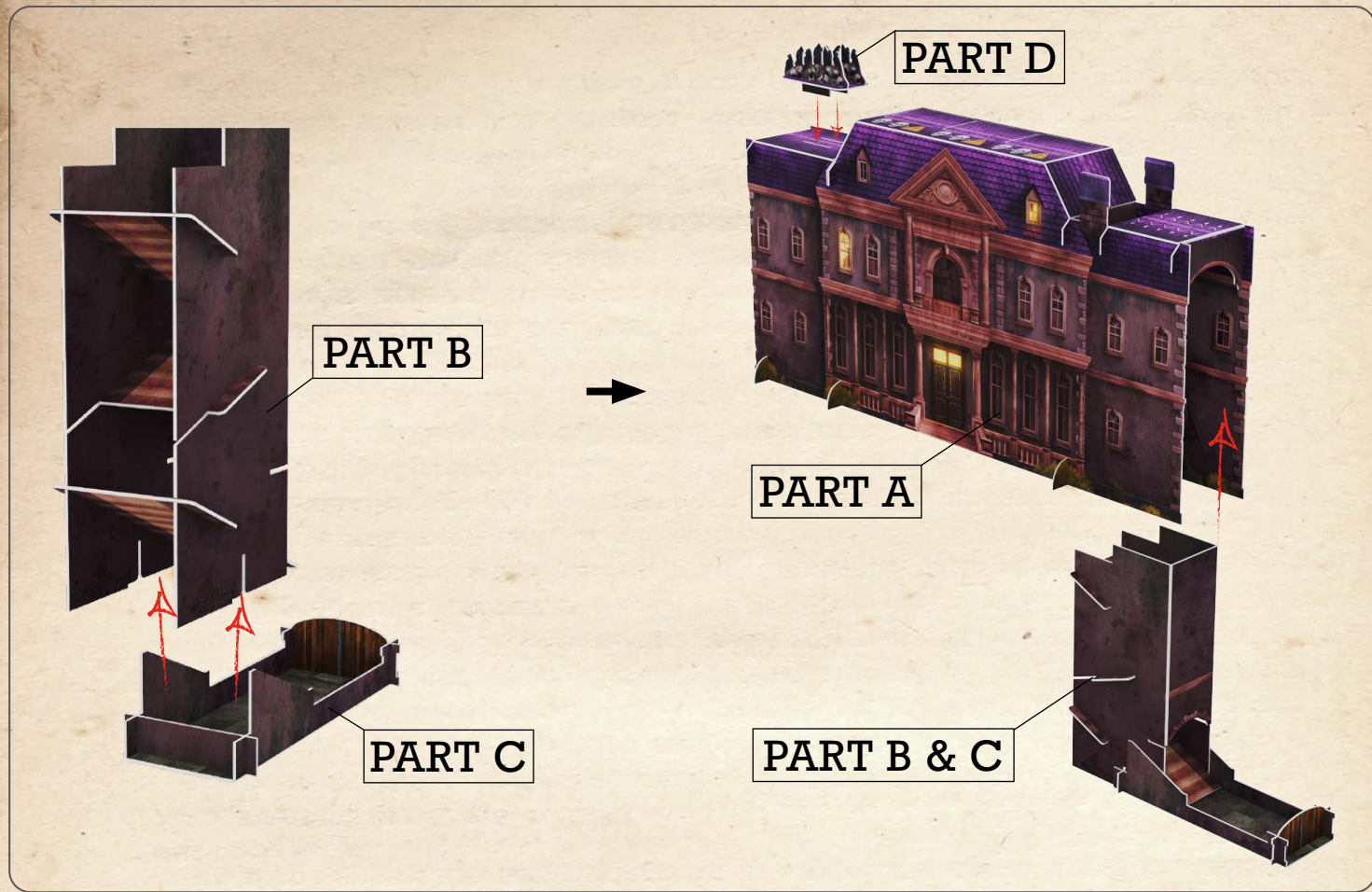
PART D - STEP 1



PART D - DONE

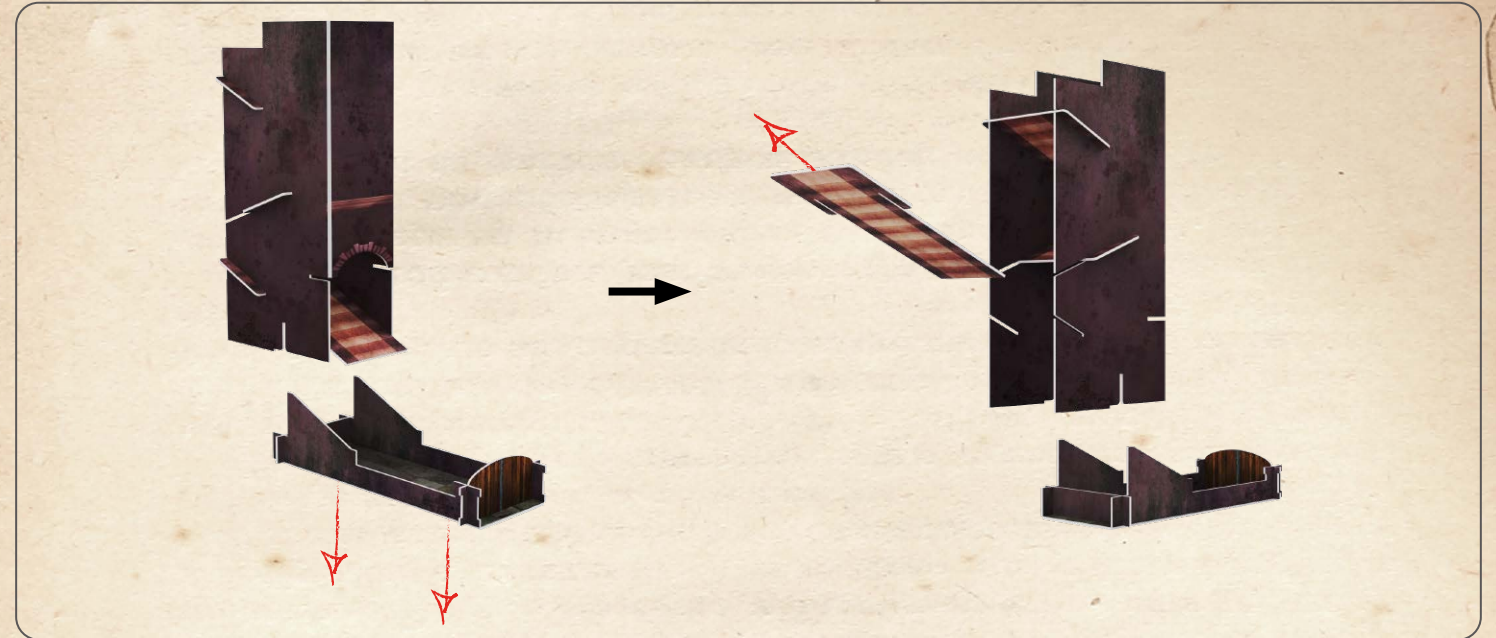


# Appendix: COMBINING THE PARTS

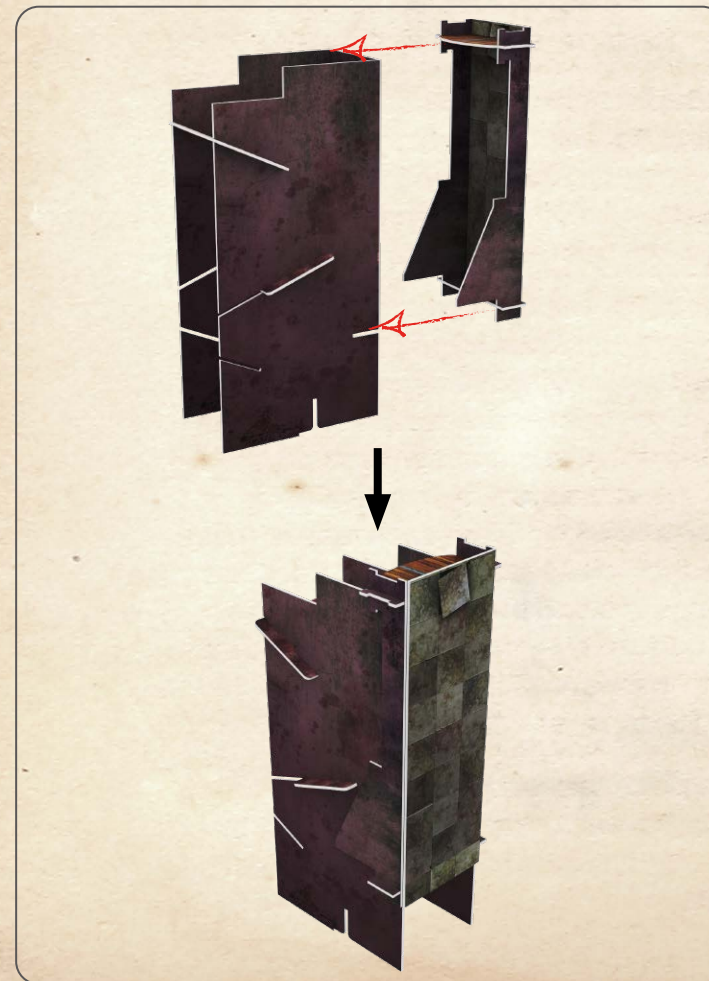


# Appendix: RECOMMENDED STORAGE - DICE TOWER

## STEP 1



## STEP 2



## STEP 3





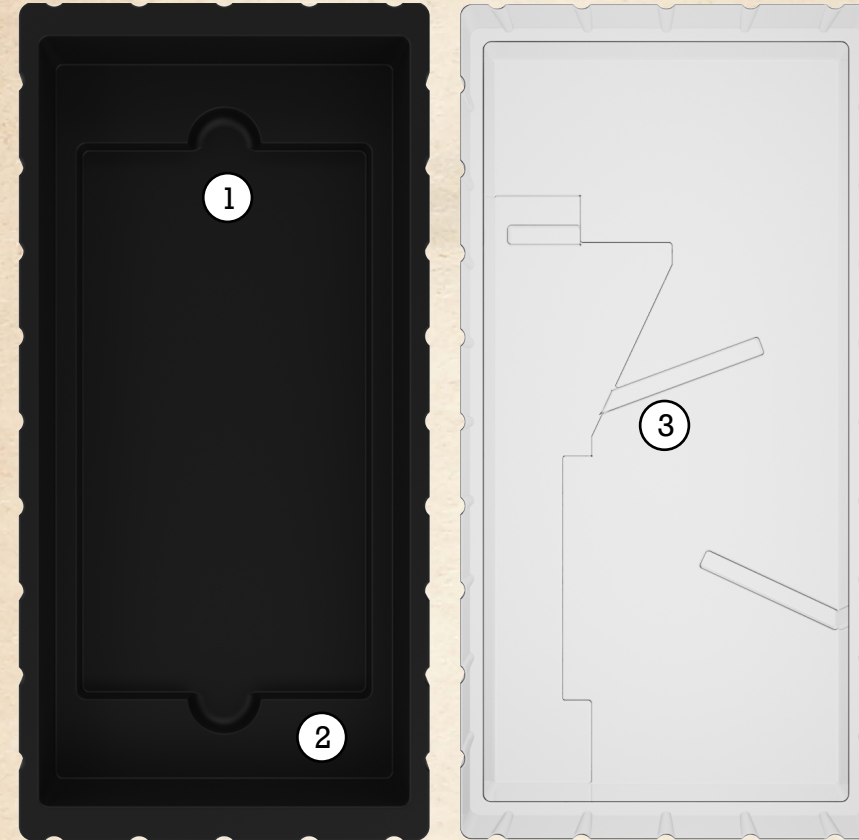
# Appendix: RECOMMENDED STORAGE - TRAYS

## SURVIVORS' TRAY



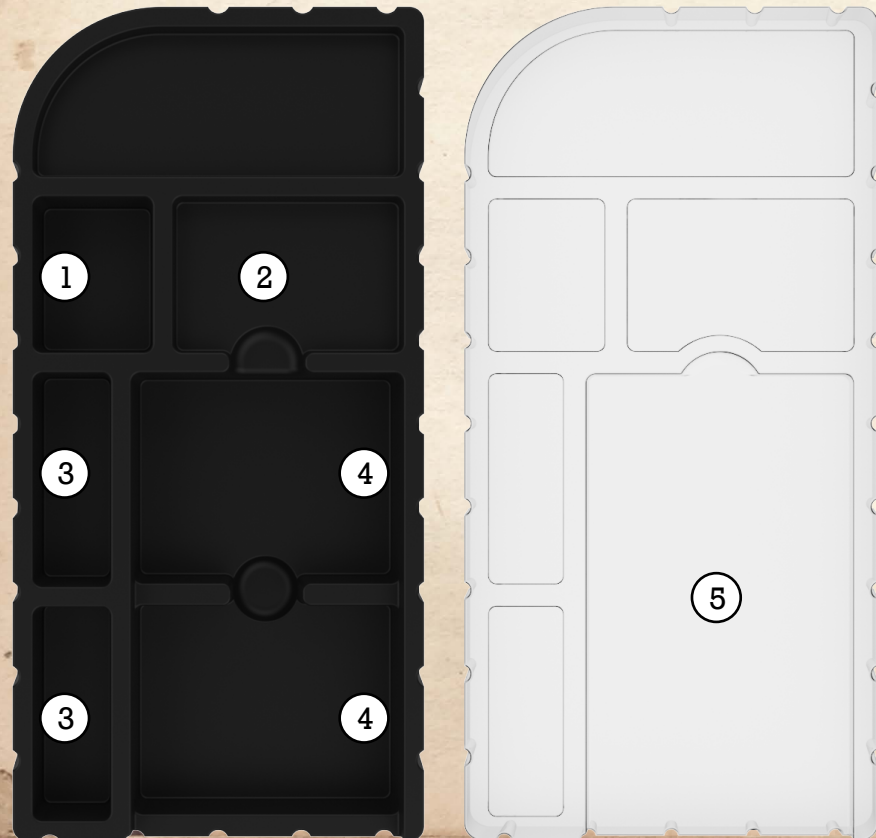
- ① ② x4
- ③ Total = 45
- ④ x6 x5  
 x7 x6  
 x1 x1
- ⑤ - Survivor boards  
 - Survivor inventory boards  
 - 1 Player aid

## DICE TOWER TRAY



- ① x2
- ② x2
- ③ x2

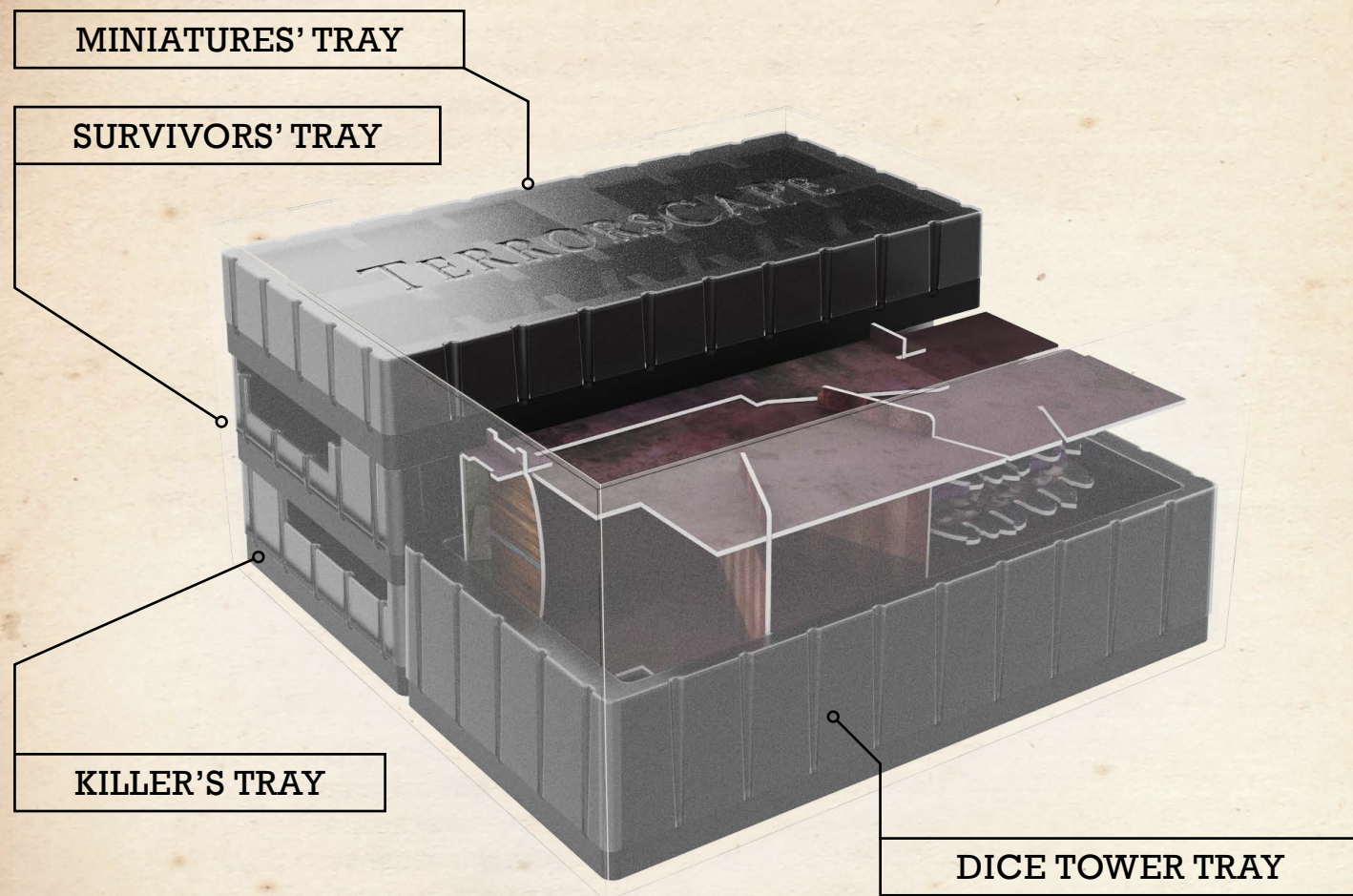
## KILLER'S TRAY



- ①
- ②
- ③ x6 x1 x1 x1  
 x7 x1 x1
- ④ - Killer boards - 1 Player aid  
 - Level and strength board

## MINIATURES' TRAY





## CREDITS

**Story and Game Design:** Jeffrey CCH

**Production Management and Rulebook:** Isaac Chan

**Production Assistant and Editing:** Alex Chan

**Product Design:** Herman Ying

**Lead Art Direction:** Roxy Dai

**Cover and Character Design:** Samuel Horowitz

**Graphic Design:** Amanda Phelps, Domingo Pino, Arepko, TheGeekArtist, Herman Ying

**Title Design:** Cold Castle Studios

**3D Sculpturing:** Gino Lai

**Campaign Management:** Zoe W.

**Marketing Design:** Roxy Dai, Claudia Lau

**Rulebook Editing:** Emanuela and Robert Pratt

**Special Thanks to:**

Kenneth YWN,

Daniel Giaquinto from Milano,

Domenico "Pepita" Fumagalli from Milano,

Tabletop content team



[www.icemakesboardgame.com](http://www.icemakesboardgame.com)

 @icemakes  @ice\_makes

 @Ice Makes  @ice\_makes

@2023 Ice Makes all rights reserved. No part of this product may be reproduced without specific permission.

