

ROOMS



To perform any Room Action, a Character must be in the corresponding Room (unless they possess a special ability clearly saying otherwise).

You cannot perform a Room Action when you are in Combat.

You cannot perform a Room Action in a Room with a Malfunction marker.

ROOMS WITH A COMPUTER



Some Rooms have a Computer symbol, meaning that there is a Computer in that Room. A Computer symbol enables you to perform a Computer Action.

If there is a Malfunction marker in the Room, the Computer is unavailable – as if there were no Computer symbol.

More on Computer Actions – see page 15.

BASIC ROOMS "I"

All the 10 Basic Rooms, indicated by the number "I" on their back, are present in each game.



ARCHIVE

EXAMINE THE ARCHIVES:

You may perform this Action only if your Knowledge token is inactive.

Gain 2 Knowledge and flip your Knowledge token to the active side.

Then, peek at any Contingency token (even outside of your Section).

Important: Remember you can never peek at the Active Contingency token.

More on Knowledge tokens – see Knowledge, page 23.

More on Contingency peek – see Acquiring Information, page 11.



CAVE ENTRANCE

MOVE THROUGH TECHNICAL CORRIDORS:

You may move to a chosen explored Room with a Technical Corridors Entrance. Draw and resolve an Attack card (treat it as an Attack from an Adult Intruder in Darkness).



COOLING SYSTEM

INITIATE AUTODESTRUCTION SEQUENCE:

Take the Autodestruction token and place it 3 slots forward on the Time track (there should be 2 empty slots between the Time token and Autodestruction token). Place it with the yellow side up.

Note: As long as the yellow side of the Autodestruction token is visible, players may stop the sequence in the Power Generator.

More on Autodestruction – see page 10.



DECON ROOM

PERFORM DECONTAMINATION PROCEDURE:

Scan all Contamination cards in your hand. Remove all INFECTED cards. If you have a Larva on your Character board, remove it.

If you have a Slime marker on your Character Board, discard it.

More on Scanning Contamination cards – see page 22.

More on Slime – see page 19.



EMERGENCY ROOM

TREAT YOUR WOUNDS:

Dress all your Serious Wounds OR Heal 1 of your Dressed Serious Wounds OR Heal all your Light Wounds.

More on Dressing and Healing Wounds – see page 23.



LABORATORY

ANALYZE 1 OBJECT:

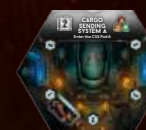
This Action may only be performed if one of the following Objects is in the Room (for example carried by the Character): Intruder Carcass, Character Corpse or Egg.

Gain 3 Knowledge.

The Object is placed in the first empty slot on the Laboratory board after Research. Then, the Intruder Weakness card below the Object is discovered.

If the Object was previously used to discover a Weakness, discard it instead of placing it on the Laboratory board.

More on Objects and Intruder Weakness cards – see Weakness, page 23.



CARGO SENDING SYSTEM A

ENTER CSS POD:

You may only use this Action if the Time token is in the same slot as any of the CSS tokens, and the CSS Pod space "A" is empty.

After Entering, you discard all cards and automatically pass. Place your Character in the corresponding CSS Pod space on the board. In the Event phase, your Character will have a chance to escape using this CSS Pod.

Characters in the CSS Pod space are unaffected by any game effects unless specified otherwise.

If your Character does not manage to escape using the CSS Pod, they suffer 1 Serious Wound.

More on Cargo Sending System and CSS Pods – see Leaving the Facility, page 11.



NEST

The Character who explored this Room, gains 1 Knowledge. This is a one-time effect.

TAKE ONE EGG:

Take 1 Egg token from the Intruder board. After that, perform a Noise roll.

The Egg tokens placed on the Laboratory board represent the Eggs in the Nest. When you take (or destroy) Eggs from the Nest, take them from the Laboratory board.

When there are no more Eggs in the Nest (they have all been carried away or destroyed), the Nest is considered destroyed – place 1 Injury marker in the Nest to represent this.

If there is a Fire marker in a Room containing uncarried Eggs, destroy 1 uncarried Egg during the Fire Damage step of the Event Phase.

A Malfunction marker can never be placed in the Nest.

More on Fire – see page 19.

Note: Remember that an Egg is a Heavy Object – see Objects and Items, page 25.

Note: You cannot perform any Search Action in this Room.

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DESTROYING EGGS:

Whenever your Character is in a Room with any uncarried Eggs (not carried by any Character), you can try to destroy these Eggs.

Resolve this Action just as a Shoot Action or Melee Attack Action. Each Injury (of any type) destroys 1 Egg. You do not have to meet the requirement of a Character being "in Combat" for these Actions.

In the case of a Melee Attack Action, the Character does not draw a Contamination card or suffer Wounds if they miss.

After every single attempt to destroy an Egg, you must perform a Noise roll.

More on Noise roll – see page 17.



POWER GENERATOR STOP AUTODESTRUCTION SEQUENCE:

If there is the Autodestruction token with yellow side up on the Time track, discard it.

More on Autodestruction – see page 10.

OR

POWER A SECTION:

Flip the Power token of the Section you are in. This can be used to get more Power even if the Power was not restored (i.e. the Time token is on the inactive side).

More on Power – see page 24.



TRANSMITTER CONTROL ROOM SEND A SIGNAL:

Place a Status marker on the Signal space on your Character board.

Note: Sending a Signal is a requirement for some Objectives, as well as a requirement for one of the Contingencies.

OR

CHECK AN OBJECTIVE:

Choose a Character with a Status marker on the Signal space on their Character board. They have to show you their Objective in secret.

Note: If the chosen player has more than one Objective, they need to show you all of them.

ADDITIONAL ROOMS "II"

Each game, only 6 randomly chosen Additional Rooms are used, out of the 9 available. These Rooms are indicated by the number "II" on their back.



CARGO SENDING SYSTEM B

As stated in Cargo Sending System A, but applies to the CSS B.



CARGO SENDING SYSTEM C

As stated in Cargo Sending System A, but applies to the CSS C.



CSS CONTROL SYSTEM SCHEDULE CSS

Peek at a chosen CSS token. You may move it one slot in any direction on the Time track (even if there is no CSS token slot there).

You cannot move a CSS token that is on the same slot as the Time token.

You cannot move a CSS token into a slot with another CSS token.



DEFENSE CONTROL ROOM EXTERMINATE THE THREAT:

Reduce the Item Counter by 1 or place a Malfunction marker in this Room. Choose a Room without a Malfunction marker and with an Intruder. Place a Malfunction marker in that Room. All Intruders in that Room suffer 1 Injury and each Character in that Room suffers 1 Serious Wound.



GUARD ROOM TAKE EQUIPMENT:

Reduce the Item Counter by 1 and take the Taser Crafted Item or Enviro-Suit Crafted Item.



CONTAMINATED ROOM GAIN SLIME WHEN SEARCHING:

Whenever you use a Search Action in this Room, get a Slime marker.

A Malfunction marker can never be placed in the Contaminated Room.

More on Slime – see page 19.



SURGERY PERFORM A SURGICAL PROCEDURE:

Scan all Contamination cards (from your Action deck, hand and discard). Remove all Infected cards.

If you have a Larva on your Character board, remove it.

After Scanning, your Character suffers 1 Light Wound and you automatically pass. Shuffle all your Action cards (including those in your hand and discard pile) and place them in your Action deck.

Note: After a Surgical procedure you always pass your round, and your hand is empty until the start of the next round.

More on Scanning Contamination cards – see page 22.



TESTING LAB KNOWLEDGE 4: TAKE NEUTRALIZER:

If your Character has at least 4 Knowledge, take the Neutralizer Crafted Item.



VENT CONTROL ROOM VENT OUT:

Choose a Room with a Technical Corridors Entrance. The Corridors connected to the Room you choose must not contain any Destroyed Doors. Close the Doors in each Corridor connected to the chosen Room. Remove a Fire marker from that Room (if there is any) and place the Venting token there to represent the active emergency Venting out.

If any of the Doors in Corridors connected to that Room are Opened or Destroyed before the current Player Phase ends, remove this token immediately.

If the token remains in the Room at the end of the current Player Phase (after all players have passed), everything in that Room dies immediately (both Characters and Intruders). Then, discard this token.

ROOMS

SPECIAL ROOMS

Special Rooms always occupy the same place on the board. These Rooms have their own rules – some of them have specific shapes and are printed on the board.

Special Rooms are treated as normal Rooms, except that they are explored at the beginning of the game and Characters cannot perform any Search Action in these Rooms. They can receive Fire or Malfunction markers normally.



ALERT ROOM

2 START THE ALERT PROCEDURE:

Divide the number on which the Time token is on by 2 (rounding down). Place the Alert Procedure token on this slot of the Time track. The game ends instantly when the Time token leaves the slot containing the Alert Procedure token.

After activating the Alert Room, the Isolation Room opens immediately; from now on, Characters may lock themselves there, even if the Time token is not on any white slot of the Time track.

More on Isolation Room – see below.

OR

2 PEEK AT CONTINGENCY:

Peek at 1 Contingency token from the Neutral Pool and obtain this token.

More on Contingency peek – see Acquiring Information, page 11.



BACKUP POWER SUPPLY

2 RESTORE POWER:

When a Character restores Power to the Facility, resolve all of the following:

1. Reset the Power – Do not perform this step if 3 or more Power tokens are on the active side. The 2 lowest-numbered Power tokens must be flipped to the blue side. All the other Power tokens are flipped to the red side.

2. Rearrange Power tokens – Simply take all Power tokens and place them in chosen Sections as you wish. Do not flip them.

Additionally, if the Time token is inactive:

3. Flip over the Time token to its active side, showing that the Power has been restored.

More on Time token and Thresholds – see Event Phase, page 13 and Power, page 24.



ELEVATOR ROOM S-01

If the Elevator has Power and the Character is not in Combat, they may:

1 CALL THE ELEVATOR:

Take the Elevator token and place it next to the Elevator Room in your Section.

OR

If the Elevator has Power, there is an Elevator token next to this Room and Character is not in Combat, they may:

1 USE THE ELEVATOR:

Take your Character and the Elevator token. Place them next to the Elevator Room in another Section. You may choose to take any other Characters from the Room you are in with you, only if they agree. Do NOT perform a Noise roll afterwards.



ELEVATOR ROOM S-02

As above, but applies to the Elevator Room S-02.



ELEVATOR ROOM S-03

As above, but applies to the Elevator Room S-03.



EMERGENCY STAIRCASES

They are not in any of the Sections. They are always considered to be in Darkness and should be treated as Black Rooms with no Action.



REPOSITORY

2 CRAFT EQUIPMENT:

Characters in this Room may perform the Craft Item Basic Action. If they do, they may discard one fewer Item card to build an Item.

Only one of two Items with a matching Component symbol is needed.



ISOLATION ROOM

When your Character is in this Room at the start of a new round, draw 1 additional Action card (up to 6 instead of 5).

The Passive feature of this Room does not work if there is a Malfunction token in the Room.

Note: This effect takes place even at the start of the game.

2 LOCK YOURSELF IN:

You may perform this Action only if the Isolation Room is open – the token on the Time track is on any white slot OR the Alert Procedure token is on the Time track.

Perform a Noise roll. If any Intruder appears in this Room, your attempt at locking yourself in the Isolation Room fails.

If no Intruder appears, remove your Character miniature from the game. You managed to lock yourself in safely. From now on, you do not take part in the game any longer. Whether your Character survives or dies along with the Facility will be determined at the End of the Game.

CHANGE: Other Players still can initiate the Autodestruction sequence when a Character is already locked in the Isolation Room.

RULES SUMMARY

ROUND ORDER

I: PLAYER PHASE:

- 1) Draw up to 5 Action cards.
- 2) The First Player token is passed to the player on the left.
- 3) Player turns. Each player plays in clockwise order:

- 2 Actions
- OR 1 Action and pass
- OR pass

After passing, a player may discard any number of cards from their hand.

Players who pass do not take part in any subsequent turn this round.

Repeat Step 3 until all players have passed.

II: EVENT PHASE:

- 4) Launch CSS
- 5) Move the Time token on the Time track.

Check if the Autodestruction sequence or the Alert Procedure is resolved.

Check if the Time token crosses any Threshold. If so, check if the Power is reduced.

- 6) Noise removal
- 7) Intruder Attack.
- 8) Intruder Fire Damage.
- 9) Resolve 1 Event card:

Intruder Movement.

Event Effect (and Darkness Effect if there is any).

- 10) Intruder bag development: Draw 1 token and resolve its Effect.

CRITICAL MOMENTS

FIRST ENCOUNTER

When the first Intruder (of any type) appears on the board, all players must choose 1 Objective and discard the other face down.

FIRST DEAD CHARACTER

After the first Character's death (of any player), the Main Gate is automatically opened.

ISOLATION ROOM

When the Time track reaches a white space, the Isolation Room becomes usable.

AUTODESTRUCTION SEQUENCE

When the Autodestruction token is flipped to the red side, the Autodestruction sequence cannot be stopped and the Main Gate is automatically opened.

EXPLORATION

When entering an unexplored (face down) Room:

- 1) Turn over its Room tile (face up).
- 2) Reveal its Exploration token and resolve its Effect. Some of the Effects may cancel step 3.
- 3) If there is no Character nor Intruder in the Room, perform a Noise roll.

ACTIONS

You cannot discard any of your Contamination cards to pay for the Action Cost.

BASIC ACTIONS



Discard 1 Action card from your hand to perform 1 Basic Action.



Discard 2 cards when performing a Careful Movement Action.

ACTION CARDS

Discard the card of the Action you want to perform and pay its Cost by discarding the required number of additional Action cards.

ROOM ACTIONS

Discard the required number of Action cards from your hand to perform a Room Action.

Cannot be performed in Rooms with a Malfunction marker.

ITEM ACTIONS

Discard the required number of Action cards from your hand to perform an Item Action.

Some Items (One Use Only) must also be discarded after their Action.

COMPUTER ACTIONS

Discard 1 Action card from your hand to perform a Computer Action.

Must be performed in Rooms with a Computer and in Sections with Power.

ITEMS AND OBJECTS

ITEMS

Normal Items go in your Inventory, so no one but you knows exactly what you have found.

QUEST ITEMS

At the beginning of the game, these cards are quests (horizontal side), not Items.

You can activate them by completing the required quest.

HEAVY ITEMS

You can carry at most 2 Heavy Items, one in each of your Hand slots.

If you want to exchange a Heavy Item you are carrying with another, simply drop it for free.

OBJECTS

Intruder Egg, Intruder Carcass, Character Corpse.

Required for researching Intruder Weaknesses.

They take up a Hand slot, like a Heavy Item.

When you drop one of these, place its token in the Room you are in.

COMBAT

You are in Combat every time you are in a Room with an Intruder.



SHOOTING:

- 1) Choose a Weapon and a target.
- 2) Discard an Ammo marker from the chosen Weapon.
- 3) Roll a Combat die.

In Sections with Power use an Advantage die instead.

If you hit, apply an Injury token, then draw an Intruder Attack card and check the Injury Effect.



MELEE ATTACK:

- 1) Draw 1 Contamination card.
- 2) Choose a target.
- 3) Roll a Combat die (rolls of 2 Hits are treated as 1 Hit).

If you hit, apply an Injury token, then draw an Intruder Attack card and check the Injury Effect.

If you miss, you suffer 1 Serious Wound.



ESCAPE (SPECIAL MOVEMENT ACTION):

- 1) Choose a neighboring Room you wish to move to.
- 2) Draw an Intruder Attack card (for each Intruder in the Room you are Escaping from) and resolve them:

If you die, place a Character Corpse token in the Room you were in.

If you survive, you move. Resolve this move as usual (Explore a new Room, perform a Noise roll).

INTRUDER ATTACK

- 1) Choose the targeted Character (the one with the fewest cards in their hand).
- 2) Draw an Intruder Attack card and resolve it:

If any Intruder symbol corresponds to the Attacking Intruder type, the Attack is successful. Resolve the Effect of the card (and Darkness Effect if there is any).

If there is no corresponding symbol on the card, the Attack misses.

INTRUDER TOKENS:



– LARVA



– CREEPER



– ADULT



– BREEDER



– QUEEN



– BLANK

COMBAT SYMBOL



IN COMBAT ONLY – The Character may perform this Action only in Combat. A Character is considered to be in Combat if there is an Intruder in their Room. Eggs do not count as Intruders.



OUT OF COMBAT ONLY – The Character may perform this Action only when they are NOT in Combat.

If a given Action is not marked by any of the symbols above, this Action may be performed in both situations.

PLAYER GOALS:

To consider a player a winner, they must meet 3 conditions:

- 1) Fulfill their Objective, detailed on the Objective card chosen by the player.
- 2) Survive – meaning one of these three options: [1] lock their Character in the Isolation Room with the Facility not destroyed OR [2] use one of the CSS Pods to escape the Facility OR [3] reach the Bunker.
- 3) Stay Uninfected.