VICTIM

Rule Book

1-6 14+ 40-90

THITINAN NGAMSOM

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MORNING NEWS

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GAS EXPLOSION AT THE ASYLUM

After the unfortunate adventure in the Cursed forest, the survivors managed to find their way into a bunker. A few hours later, a helicopter landed to rescue Rolita and her friends. Little did they know the rescue team made a course turn and set their destination to be a privately owned institute. Upon arrival, they were transported towards a large old building. Rolita watched as they drove by a sign that said: "Sunrise Asylum". While the so-called rescue team escorted them out of the truck, a sinister shape stepped out of the shadows and greeted them warmly: "Welcome to my humble home, I hope you will start liking your new quarters while we examine you. You seem to have gone through allot…"

Everyone was separated into an examination room, which looked more like an interrogation room. Rolita had been anxious until the mysterious tall man walked into the room and sat in front of her. He started to ask Rolita questions about what happened in the woods, why everyone was killed, and why it was now in ruins. Rolita tried to calm herself and then told him thoroughly about what happened. She said to him that something Evil had taken over the forest, but she and her friends managed to survive by hiding in a bunker. After hearing all the stories Rolita had to say, the doctor wasn't eager to believe what she had just told him. He then informed Rolita that she and her friends might have gone through a psychological event and that a re-evaluation had to be done. Rolita tried to explain, but the doctor didn't listen and walked out of the room, locking the door behind him. Rolita attempted to unlock the door, but it was useless.
After hours of trying, she fell asleep.

BOOOM! A loud explosion trembled through the Asylum in the middle of the night. All the floors and ceilings were shaking. Rolita woke up frighteningly and hid under her bed, instinctively. The explosions went on continuously with gunshots and people screaming. Rolita closed her eyes and covered her ears while praying for everything to stop. The only thing in her mind was: Not this again and hoping that all of her friends would still be safe…

Half an hour had passed, silence came back eerily. Some of the lights were off. Luckily, the moon shined brightly and some of the corridors lit up. Rolita, still shaken, stayed hidden under her bed until something or someone started bashing heavily on her door as if someone was trying to get into the room.
Rolita immediately decided to search for anything that could be a weapon as she wasn't sure what was trying to get inside… Was it human? Suddenly the door opened. A woman appeared in a nurse uniform with dark skin and brown hair. She walked into the room and introduced herself. Her name was Sonia.
Rolita sprinted to the door, shut it, she said. What happened outside?

I have no idea, Sonia answered. She was sleeping during her nightshift. She was awakened by the explosion that she thought came from a gasoline leakage in the basement. After she got out of her room, many corpses of patients and doctors lay on the hallways. It seemed like some creature attacked them. It was not from the explosion! Rolita was the first survivor that she had crossed.

While they were having a conversation, a dog started barking at the door, both of them were startled and carefully opened the door. A police dog jumped on Sonia playfully. Rolita grabbed its collar and read its name aloud. Bo, an in-training dog of the police force. After that, it ran along the hallway and continued barking.
It seemed like it wanted them to follow. Rolita and Sonia walked along the corridor to the first floor and ran into a bulky policeman, Bo's trainer. He walked to Sonia and Rolita and introduced himself: "Well look what the dog dragged in, the name Alan". He told them he tried searching for someone who was still alive somewhere in this building. He informed every survivor he came across to head for the hospital entrance. The three of them immediately went and met up with their friends Diego, Lucien, Anya, the young soldier Sean, and Doctor Vivian. Upon arriving, all they found was an entrance blocked by debris from the explosion.

After trying to lift all the debris that was blocking the entrance, they knew they had to find another way out… The windows weren't an option since the Asylum had iron grids to prevent the patient with severe psychological problems breaking out. Alan suggested everyone stick together, waiting for someone to come and help them. Sean didn't agree. He said that this situation was not normal and they informed Alan that what they encountered in the forest might have followed them here. Sonia suggested another choice that, in the basement of the hospital, there was a secret tunnel the professor always muttered about which connected to the outside of the hospital. She believed that the mutilation done to the bodies she came across was not done by humankind, but something more diabolical had taken over the Asylum.

The struggle to survive had begun again. Nobody knows if they will manage to escape or perish to the Evil forces roaming The Asylum!

Overview

Victim: The Asylum is an expansion and serves as a continuation for Victim: The Cursed Forest. Victim: Asylum, similar to its predecessor, revolves around the cooperation of “Victims” trying to escape from an entity called “the Evil”. With a brand-new setting and Victims, Victim: Asylum aims to offer a diversity in gameplay. This expansion can be played by 1-6 players. Each game takes about 40-90 minutes to play. Some situations may require components, such as cards or dice, from the main game. Victims and Evils from the main game can also be used in this expansion. The main objective for Victim: Asylum is to find the key, go to the basement, gain access to the Professor’s secret tunnel and escape the Asylum before Evil consumes you. Just like in the main game, one of the players will become possessed by Evil, changing their allegiance and objective to eliminate the other players or sabotaging their attempt to escape.

Components

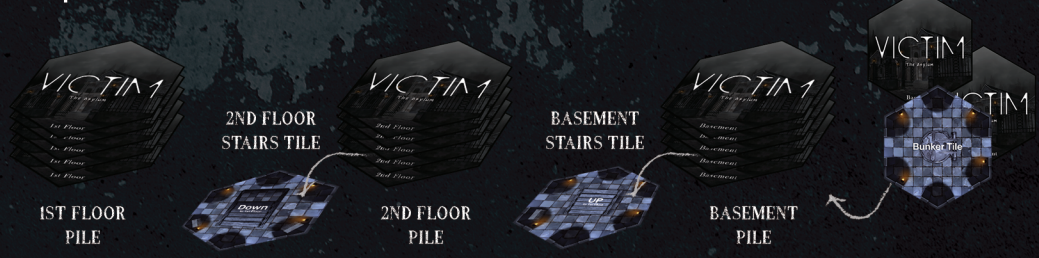
45 Map tiles	6 Victim Miniatures	6 Curse Cards	1 Prophecy Token	3 Building structure boards	1 SOLO Dice
6 Victim Boards	6 Evil Miniatures	25 Event Cards	1 Health Pack Token	4 Pillar boards	12 Trait (Terror) Tokens
6 Evil Boards	18 Item Cards	1 Key Token	1 Knockback Token	24 Marker Cube	12 Secret Tokens

Setup

1. Each player selects a Victim (Victims from the main game can be selected) and places markers on the initial status value on their Victim’s board. This marker indicates the number of dice that will be used for each Victim’s skill testing. Next, each player gives the Victims their starting Item card and skill token(s).

2. Place the starter map tile face-up on the area marked as “1st floor” and put each chosen Victim’s miniature on it.

3. Separate the Map tiles into 3 piles: Basement, 1st floor and 2nd floor. Search the 2nd floor pile for the Stair tiles and lay them in front of the pile. Do the same with the Basement tiles. Search the Basement tiles for the Bunker tile along with 2 random Basement tiles (do not look at them) and shuffle the 3 tiles. Shuffle the remaining 2nd floor Map tiles and the Basement tiles separately. Place the pile with the Bunker tile under the Basement tiles.



4. Shuffle your Item, Event and Curse cards into separate piles. Do the same for your Number, Symbol and Gate tokens, then put the Darkness card under the Event cards (Use Event card pile from Victim: The Asylum to play).

Turn Order

1. First, decide who goes first. - Roll dice or compare house numbers, the highest number becomes player A, second-highest B, and so on.
2. Turn order is now A B C D, depending on how many players.
3. After Victim becomes possessed, they take their Evil turns as last in the round. As an example, player B becomes the Evil. The Turn order will change to A C D B.

2-3 Player Mode

Each player selects 2 characters. The setup of the game will be run like normal until the Curse Phase (Core Game’s rulebook, page 5) as soon as a Victim becomes possessed, following rules apply:

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

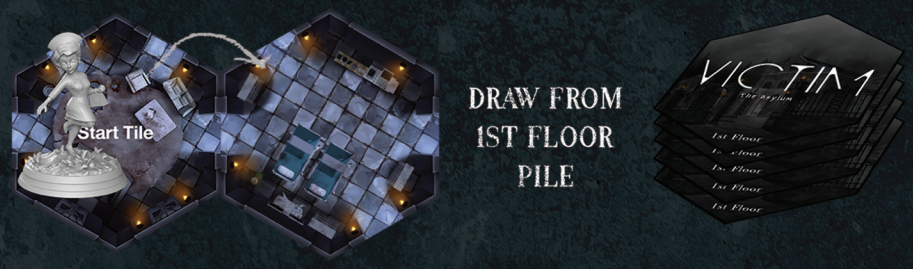
Map Tiles

Victim: Asylum's Map tile assembly will be a little different from that of Victim: The Cursed Forest.

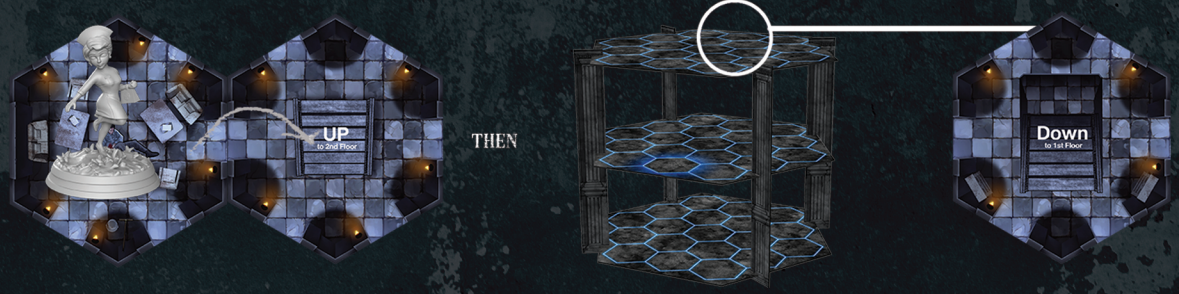
First, assemble the building's structure boards, then do the following in order:

1. Place the starter tile on the starter marker on the 1st floor board.

2. When a player performs Run, draw a tile from the shuffled 1st floor pile and place it adjacent to the tile that the Victim is currently on.



3. If a player draws the Stair tile "Up" on the 1st floor, they must place the 2nd floor Stair tile "Down" anywhere on the 2nd floor board. If the running Victim can still Run, they can Run to the 2nd floor and continue running until they run out of steps (running up/down stairs takes 1 step).



4. If a player draws the Stair tile "Down" on the 1st floor, they may place it face-up, but cannot access the Basement until they have the Key token to open it. (the Key token can be found on the 2nd floor).

5. When a Victim has obtained the Key token and is standing on the Stair tile "Down" on the 1st floor, that Victim may place the Basement Stair tile anywhere on the Basement board. If that Victim can still Run, they can continue moving to the Basement until they run out of steps.

-The Key token may be given via the Sub Action: Give.

-If the Victim with the Key token becomes critically injured, they will drop the Key token; place it on the tile that they are currently on.

-Victims may pick up a dropped Key token via the Sub Action: Pick.

-If the Victim with the Key token becomes possessed by the Evil during the Curse Phase, that Victim drops the Key token; place it on the tile that they are currently on.

-Once the Basement Stair tile has been placed on the Basement panel, remove the Key token from the game.

Map Tiles

1.Normal Map Tiles

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

2.Decoder Tiles

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

3.Corpse Tiles

Victims can perform Search on this tile to search for Item cards.

4.Curse Tiles

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

5.Stair Tile

Stair tiles are used to gain access to Upper or Lower levels of the Asylum. (Pg. 3 Map tiles)

6.Professor's office Tile

When the Professor's office tile is drawn, place it on the table with a Key token on it. When a Victim runs to this tile, they can pick up the key token to place them on the stairs tile (down) on the 1st floor board to unlock.

7.Bunker Tile

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

8.Drug room Tile

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

9.Locker Tile

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

The Victims

Health Pack (Active skill): Sonia tests her INT(3). If successful, she can place a Health Pack token on the tile she is currently on. If another Victim picks up the token, they heal 1 wound. Sonia cannot pick up her own Health Packs. There can only be 1 Health Pack token in the game. If this skill is used while there is a Health Pack token in the game, remove the first Health Pack from the game.

-Health Packs can remove a debuff.

-This Skill can be used on the same turn as Heal.

Vaccinate (Passive skill): The Victim who picks up Sonia's Health Pack and gets healed by Sonia will have one of their statuses increased by 1.

-Vaccinate's effect only applies after the Health Pack has healed a wound or removed a debuff.

-Victims without wounds or debuff cannot pick up a Health Pack token to increase their status.

Search Order (Active skill): Alan tests his LUK(3). If successful, draw an Item card.

-This Skill can be used anywhere.

-This Skill can be used in the same turn as Search.

-Unlike searching, even if the dice roll's result is equal to or greater than 6, Alan will still receive 1 Item card.

Deliver Order (Passive skill): Alan can perform the Sub Action Give Item to a teammate without being on the same or adjacent tile.

-Alan can only give Items to 1 Victim, but he can give more than 1 Item per turn.

-Alan cannot give Equipped Items.

-Alan cannot give Items to a critically injured Victim.

Hide and Seek (Active skill): Linda tests her LUK(3). If successful, Linda and 1 Victim on the same or adjacent tile immediately perform Hide.

-The Victim who performs Hide via this action still has to recharge, as if they performed Hide normally (they cannot hide again in the next turn).

Imitate (Passive skill): Linda can use her Teammate's Active Skills, but cannot use the same skill two turns in succession.

-When Linda uses her teammate's Active Skills, she has to follow the same conditions as the original users. For example, if she uses Sonia's Health Pack, she cannot pick up the Health Pack she placed.

-If a Skill requires the use of tokens, remove the existing token from the game first, then apply its effect with Linda as the user. For example, if Anya has used Ground Analyze and Linda does the same, remove the Ground Analyze token from the Victim that Anya targeted first.

The Victims

Prophecy (Active skill): Skip this turn's Event Phase. This Skill must be recharged (1 turn).

-After using this Skill, place a Prophecy token on Olivia's Character board.

-After the Event Phase begins, flip the Prophecy token on Olivia's Character board face-down, then skip the Event Phase without drawing an Event card, this indicates recharging.

-Leave the recharging Prophecy token on Olivia the next turn.

Out of Body (Passive skill): Olivia can step on Curse tiles without triggering events.
Olivia can teleport between Curse tiles via the Run Action.

-If Olivia's Passive Skill is rendered inactive while she is on a Curse tile, an Event card will not be drawn. However, an Event card will be drawn if Olivia steps on a Curse tile while her Passive Skill is inactive (Passive Skills can be rendered inactive by any means, such as The Ghost's Fear status or the Event card: Crow's Cry).

Mind Test (Active skill): Johannes will send a teammate into a mental test. His teammate will be selecting the status to test. If he succeeds, both of them receive that status +1.
If he fails, both of them reduce that status -1.

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

-The status value cannot be lower than 1.

-Although the status of anyone is already full, he is still able to use this skill.

Mesmerize (Passive skill): Johannes can lose his actions and control his teammates to do other actions instead.

-He cannot use this skill on Critical Injured Victims.

-He cannot perform Rechargeable skills.

Knockback (Active skill): Push the Evil to the selected direction within 1 tile, recharge for 1 turn after use.

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

-When Bruno uses this Skill, place a Knockback token on Bruno's board. Flip the token on his tile face-down at the beginning of his next turn (to indicate recharging). After this turn, remove the token from his board.

Rescue (Passive skill): When he moves on the same tile as another Victim, He can choose 1 teammate to move with him together.

-He can use this skill on the Critical Injured Victims.

-The Victim that he took must stop at the same tile as him.

The Evils

Staff of Disease (Passive skill): When the Plague Attack is successful,
that Victim becomes infected (Yellow token). An Infected Victim cannot heal their wounds.
Upgrade: Switch the dice used for Hunt or Attack (D6) with a D10 dice.
-Infected Victims cannot have their wounds healed in any way until the Infected debuff is removed.

Fumigate (Active skill): The Plague attacks all Victims on the same or adjacent tile with a connected path.
Only when successful, the defending Victims become infected.
Upgrade: Attack +1. Upon using this Skill, the Plague can place a Red token on the tile it chose to attack.
Any Victim who steps on that tile immediately becomes infected.
-Victims who are on the tile when the Plague puts a Red token on it will not become infected.
Only Victims who step on that tile after the Red token has been placed on it will become infected.
-Once a Victim has received the Infected debuff from the Red token, remove the Red token from the game.
That Victim does not have to stop running when they step on the tile.
-If an Infected Victim steps on the tile with the Red token, nothing happens.
The Red token will not be removed.

Crow Form (Active skill): The Plague takes up to 3 steps. Test tiles can be ignored while using this Skill.
If the Plague stops on a tile with a Victim on it, He will attack the Victim immediately.
Upgrade: Attack +1. If the attack is successful, the defending Victim becomes infected.
-Obstacles cannot be ignored.
-If the Plague stops on a tile with more than 1 Victim, He can only choose 1 Victim to attack.

Pandemic (Death skill): Remove 1 Critically Injured Victim on the same tile as the Plague from the game,
then all other Victims become Infected.

Scream (Passive skill): When the Spirit Attack is successful, that Victim randomly discards 1 Item card.
If they cannot, that Victim randomly destroys 1 card they have equipped.
Upgrade: Switch the dice used for Hunt or Attack (D6) with a D10 dice.
-If the defending Victim has the Item card: Fireworks, they must either use it before the Spirit Attacks
or after they discarded a random Item card.

Baby Rampage (Active skill): The Spirit attacks all Victims on a chosen tile.
That tile must be within 2 steps from the Spirit by ignoring the obstacles.
Upgrade: Attack +1. The Spirit can attack Victims on a tile within 3 steps from her instead.

Baby Drag (Active skill): The Spirit moves a Victim on a tile within 2 steps from her tile
and attacks that Victim immediately by ignoring the obstacles.
Upgrade: Attack +1. The Spirit can move a Victim on a tile within 3 steps from her instead.
-The defending Victim tests their VIT to determine their Defense points after they have been moved to the Spirit.
-If you drag the Victim to a Curse tile, they have to draw an Event Card immediately.
-If you drag the Victim to a Test tile, that Victim tests their status according to the Test tile.
If they pass, they will receive a status boost, but if they fail, they will receive 1 Wound.

Sound of Soul (Death Skill): Remove 1 Critically Injured Victim on the same tile as the Spirit from the game,
then all other Victims discard an Item card. The Victims who cannot discard an Item card destroys 1 random card
they have equipped instead.

The Evils

Trill' Sonata (Passive skill): Whenever a Victim fails a test, place Noise (Red token) on the tile where the Victim failed the test. The Violinist can perform Attack a Victim on a tile with a Red token on it, regardless of distance.

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

-There can only be 1 token per tile whenever a Victim fails any test (this includes Decoding, Healing, Hiding, Active Skill and testing on Test tiles) and each tile can only have 1 Red token on it.

-The Violinist can place a maximum of 6 Noise tokens on the map. If the Violinist wishes to place another Noise token on the map when there are already 6, it moves one existing token to the tile it wishes to place the token on instead.

-If the Violinist performs Attack a Victim on a tile with a Red token on it, remove the token from the tile, regardless of whether the attack was successful or not.

Song of Silence (Active skill): All Victims cannot communicate in any way. Place a Yellow token on the Violinist's board. If a Victim communicates with another Victim, the Violinist immediately attacks those Victims and places Noise on the tiles where the Victims are.

Upgrade: Attack +1. He can move a Noise token on the map to another tile when he uses this skill.

-Place a Yellow token on the Violinist's board when this Skill is used (this effect lasts for 1 turn). At the start of the Violinist's next turn, remove the token from its tile. The Victims may communicate.

-If the Victims communicate when this Skill is active, the Violinist's controller must declare that the Victims have communicated, then the Violinist attacks those Victims. The Victims who were attacked once via this skill can then communicate normally.

-The Violinist cannot attack the same Victim twice in turn via this Skill.

-If the Victims who communicated are on the same tile, the Violinist may only place 1 Noise token on that tile after attacking.

-For 1-2 player mode, After he uses this skill (Effective for 1 turn), He immediately Attacks a Victim who fails any test (e.g. Test tile, Heal, Decode, …) with the number of Attack points stated. Afterward, place a Noise token on that tile.

Noise Hunter (Active skill): The Violinist moves to a tile with a Noise token on it and attacks a Victim there, if one is present.

Upgrade: Attack +1. The Violinist can now attack up to 2 Victims on tiles adjacent to the tile he moved to by using this Skill (the tiles do not have to be connected via a path).

-Remove the Noise token on the tile that the Violinist moved to use this Skill.

Gloomy Sunday (Death skill): Remove 1 Critically Injured Victim on the same tile as the Violinist from the game, then place a Noise token on each tile with a Victim on it.

Evil's Kiss (Passive skill): When the Sincubus performs Hunt and stops on a tile with a Victim on it, 1 Victim on that tile immediately becomes Charmed. A Charmed Victim cannot perform Decode or Search. The Sincubus can perform Attack only on Charmed Victims, but it doesn't need to be on the same tile.

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

-The Sincubus cannot perform Attack Victims without the Charmed status.

-If a Victim stops running on the tile that the Sincubus is on, that Victim will not be Charmed. The Sincubus must perform Hunt and stop on a tile with a Victim on it to Charm Victims.

Realm of Lust (Active skill): The Sincubus attacks all Victims on the same or adjacent tiles as him. If successful, the defending Victims do not receive a wound but will become Charmed instead.

Upgrade: Attack +1. Charmed defending Victims will receive 1 Wound from this skill if the attack is successful.

-Defending Victims test their VIT. If they fail, they become Charmed, but will not be wounded. If they pass the test, the Sincubus gains 1 Rage point.

Take Control (Active skill): All Charmed Victims test their VIT against this Skill's Attack power, regardless of distance. The Sincubus can have the Victims who failed the test immediately perform Run.

Upgrade: Attack +1. Victims who fail the test also receive 1 Wound.

-The defending Victims who fail the test must test their AGI to determine the number of steps they may take.

-If the defending Victims successfully defend themselves, the Sincubus receives 1 Rage point for each.

-The Sincubus chooses where the Victims will Run via this Skill and the Victims who run via this Skill cannot draw new Map tiles.

-If the Victim runs into the Curse tile via this Skill, That Victim must draw 1 Event card and stop running immediately.

-If the Victim runs into the Test tile via this Skill, that Victim tests their status according to the Test tile. If they pass, they will receive a status boost, but if they fail, they must stop running and will receive 1 Wound.

-The Sincubus cannot make the Victims retrace their steps.

-The Run action caused by this Skill is unaffected by equipment, Passive Skills and Event cards.

Deadly Embrace (Death Skill): Remove 1 Critically Injured Victim on the same tile as the Sincubus from the game, then all other Victims become Charmed.

The Evils

Floating (Passive skill): When the Krasue performs Hunt, she can move through Test tiles.

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

Sky Rising (Active skill): She will hover away from the map during 1 round. When she returns at the beginning of her next turn, she immediately attacks 1 victim without losing Action Points.

Upgrade: If the targeted Victim doesn't have a wound, they cannot defend this skill.

-When she uses Sky Rising, Take her Miniature from the game until her next turn.

-This skill cannot target Critical Injured Victims.

Imprisoned Organs (Active skill): Attack 1 Victim on the same tile. When the Krasue Attacks successfully, she performs Hunt to move again, dragging that Victim with her.

Upgrade: If the targeted Victim doesn't have a wound, they cannot defend this skill.

-When the Krasue Attacks successfully, She will perform Hunt without losing an Action.

-If this skill allows you to move, you cannot warp between Curse tiles.

-If you drag the Victim to a Curse tile, they have to draw an Event Card immediately.

-If you drag the Victim to a Test tile, that Victim tests their status according to the Test tile.

If they pass, they will receive a status boost, but if they fail, they will receive 1 Wound.

Inhuman's Kiss (Death skill): The Krasue changes a Critically Injured Victim (Female only) on the same tile to become her Heir (Red token). Place it on the Victim's board as an indicator. The Heir is now on Evil's side. The Heir can perform 2 Action Points just like the Krasue but has to share the Stamina and Rage level.

-If you would use this on a Male Victim, They will be removed from the game instead.

-The Heir becomes an exact copy of the Krasue, she can use all the Krasue's actions.

-The Heir doesn't gain extra Stamina or Rage level for the Krasue.

-Pays the same Stamina and has the Same Attack power.

-The Heir cannot upgrade any Skill.

Paranoid Aura (Passive skill): The Victims who stay on the same or adjacent tile as the Scarecrow or his Strawman, cannot draw a new map tile when they perform Run.

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

-If the victims move away from the skill range, they can draw a new map tile usually.

Strawman (Active skill): Place the Strawman (Red Token) on the same or adjacent tile and attack 1 victim on that tile. The Victim can remove the Strawman on the same tile by losing 1 Action point.

Upgrade: Attack up to 2 Victims on the adjacent tile with the Strawman.

-After upgrading, this skill can attack Victims on adjacent tiles without connected paths with this Skill.

-Limited to 6 Strawman on the map.

Panic Suspense (Active skill): Attack 1 Victim who is on the same tile as the Scarecrow or his Strawman. If successful, they will be Panic (Yellow Token). The Victim with Panic cannot perform Run for 1 turn.

Upgrade: Attack up to 2 Victims on the adjacent tile with the Scarecrow or the Strawman.

-After upgrading, this skill can attack Victims on adjacent tiles without connected paths with this Skill.

-The Victims with Panic cannot Run for 1 turn. Remove the Panic token end of their turn.

-Even if the Scarecrow and his Strawman are on the same tile, the Scarecrow attacks the Victim only once.

Crucifixion (Death Skill): Remove 1 Critically Injured Victim on the same tile as the Scarecrow from the game, then place a Strawman on each tile with a Victim on it.

The Tokens

Key Token

-When the Professor’s office tile is drawn,
place it on the table with a Key token on it.

Health Pack Token (Sonia)

-After Sonia uses Health Pack, place this token on the tile
she is currently on. If another Victim picks up the token,
they heal 1 wound. Sonia cannot pick up her own Health Packs.

Prophecy Token (Olivia)

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

Knockback Token (Bruno)

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

The Item Cards

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

Antidote: Remove Debuff and increase 1 of their statuses
(LUK/INT/VIT/AGI) by 1 point.
-The Victims can use this item to increase status without removing debuff.

Cape: Make the target Hide (The user can choose themself).
-If there is a Hide token on their Victim's board, They will not be affected.
-The user chooses any Victim on the same or adjacent tile
with a connected path.

Talisman: Cancel the effect of the Event card
(can be used when drawing an event card).
-All Victims will not be affected by the event card.

Pet Food: Receive 1 Action point.
-An Additional Action point can choose to repeat the Main Action
that is already done in this round.

Morphine: Immediately heal 2 wounds. It can only be used in
Critical Injury status.

Fire Extinguisher: Reduce 1 Rage point of the Evil immediately.
(can be used on the Evil’s turn).
-Only usable if the Evil is on the same or adjacent tile
with a connected path.

The Event Cards

Blood Bath: This event is affected for 1 turn.
All Victims become unable to perform Search.

Short Circuit: This event is affected for 1 turn.
All Victims become unable to perform Decode.

Dark Curse: The Evil gets 1 extra Rage point.
If this card is drawn before the Curse Phase
and there are Victims on the Cursed tile, draw 1 new Event card.

Rat Attack: This event is affected for 1 turn.
All Victims become unable to get the status point on the Test tile.

Siren Signal: This event affected for 1 turn.
All Victims remove Hide token immediately
and become unable to perform Hide.

Leakage: All Victims choose to discard 1 Item card from their hand
or choose to reduce 1 action point for 1 turn.

Tremble: This event affected for 1 turn.
If the Victims perform Run greater than or equal 5 points,
they will receive 1 wound.

Stress: All Victims can choose to increase 1 of their statuses
(LUK/INT/VIT/AGI) by 1 point, but will also receive 1 wound
or choose not to receive any results.

Darkness: The Evil’s Darkness spreads out over the Asylum,
the Victims immediately lose.

SOLO Mode

The player selects 4 characters at the beginning. The setup of the game will be run like normal until the Curse phase (Core Game's rulebook, page 5).

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

-Swap the possessed Victim's board with the Evil's board.

-The Evil performs 2 actions per turn.

-The Evil will now play by itself.

-The Evil plays last of each round.

The Evil's steps:

1. Gain 1 stamina.
2. Roll the Evil Dice for Solo Mode to determine what the Evil will do this round.

Hunt/Attack or use Death Skill if possible.

Hunt/Attack or Upgrade Passive Skill if possible.
(use Death Skill instead if Passive Skill upgraded already)

Hunt/1st Active skill or Death Skill if possible.

Hunt/1st Active Skill or Upgrade 1st Active Skill if possible.

Hunt/2nd Active Skill or Death skill if possible.

Hunt/2nd Active Skill or Upgrade 2nd Active Skill if possible.

Hunt Action: (Always applies)

-The Evil is not on the same tile as a Victim.

-The Evil will always Hunt towards the Victim that is closest. If equal, Hunt the Victim with the lowest VIT.

-The Evil will always Hunt first if no other action is possible.

-To determine the steps it takes, roll the regular Evil Dice. The result is the amount.

Attack Action: (Only applies when you throw or)

-Perform Attack immediately if the Evil has moved to the same tile as a Victim or was already on one with a Victim.

-If the Evil cannot perform an Attack after Hunt, the turn ends.

-If there are 2 Victims to choose from, Attack the Victim with the lowest VIT.

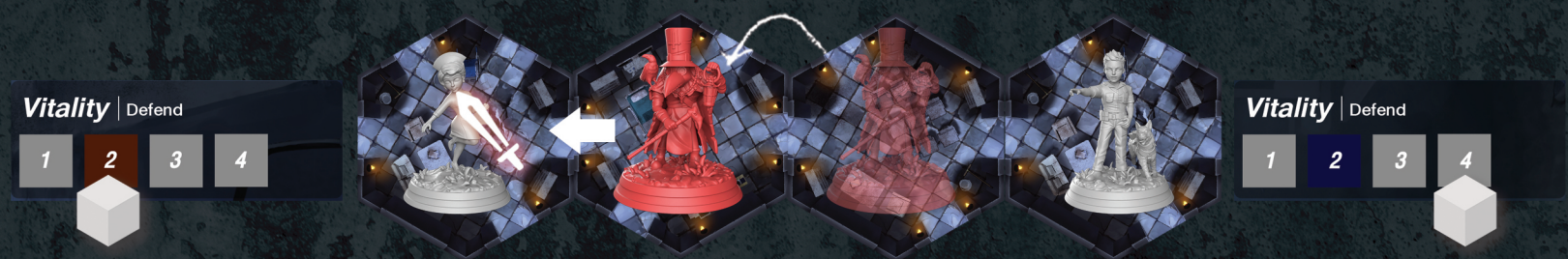
-To determine the Attack points it does, roll the regular Evil Dice. The result is the amount.

1st Active Skill: (Only applies when you throw or)

-The Evil will always perform 1st Active Skill first, if it cannot use it, Hunt instead.

-If there are 2 Victims to choose from, Use its 1st Active Skill on the Victim with the lowest VIT (Unless stated otherwise).

-If the Evil cannot reach a Victim with its 1st Active Skill after Hunt, the turn ends.



2nd Active Skill: (Only applies when you throw or)

-The Evil will always perform 2nd Active Skill first, if it cannot use it, Hunt instead.

-If there are 2 Victims to choose from, Use its 2nd Active Skill on the Victim with the lowest VIT (Unless stated otherwise).

-If the Evil cannot reach a Victim with its 2nd Active Skill after Hunt, the turn ends.

Death Skill: (Only applies when you throw the symbol)

-If the Evil's Rage level is maxed out and there's a Critical Injured Victim within reach before or after Hunt, it must use Death Skill first.

-If the Evil cannot use its 1st Active Skill when on the same tile as a Victim (e.g. no stamina) use its Death Skill if possible. If not, Attack.

-If the Evil cannot use its 2nd Active Skill when on the same tile as a Victim (e.g. no stamina) use its Death Skill if possible. If not, Attack.

Upgrade Skill: (Only applies when you throw the symbol)

-Upgrade the Evil's Passive Skill at the start of your turn if you had rolled the symbol.

-Upgrade the Evil's Passive Skill at the end of your turn if you had rolled the symbol.

-Upgrade the Evil's 1st Active Skill at the start of your turn if you had rolled the symbol.

-Upgrade the Evil's 1st Active Skill at the end of your turn if you had rolled the symbol.

-Upgrade the Evil's 2nd Active Skill at the start of your turn if you had rolled the symbol.

-Upgrade the Evil's 2nd Active Skill at the end of your turn if you had rolled the symbol.

3. Each Evil has different playing conditions and skills in Solo Mode, follow the rules applied on the next page.

SOLO Mode

Blood Smell

-If there is currently a Victim with at least 1 Wound and The Werewolf Attack fails, he will re-roll the Evil dice.

Target

-Same conditions as normal mode.

Double Slash

-Same conditions as normal mode.

Wolf Bite

-Play the Enslaved Victim following the same Evil's steps.

-The Enslaved Victim uses the regular Evil dice to perform Hunt or Attack.

Frenzy

-Same conditions as normal mode.

Ambush

-The Wendigo will move towards the nearest Victim with the least VIT.

Madness Crash

-The Wendigo will perform this Skill towards a wounded Victim with the least VIT.

Fresh Meat

-Same conditions as normal mode.

Voodoo doll

-Same conditions as normal mode.

Corpse Explosion

-Perform this Skill towards a wounded Victim first. If there are more Victims with wounds, she will Attack the Victim with the lowest VIT.

Thunder Call

-Perform this Skill towards a wounded Victim first. If there are more Victims with wounds, she will Attack the Victim with the lowest VIT.

Blood Curse

-Same conditions as normal mode.

SOLO Mode

Venom Claw
-Same conditions as normal mode.

Spider Web
-Put the Web on an unoccupied tile adjacent to the Victim with a connected path.
-Perform this Skill towards a wounded Victim first. If there are more Victims with wounds, target the Victim with the lowest VIT.

Poison Mist
-Same conditions as normal mode.

Toxic Scar
-Same conditions as normal mode.

Shadow Rush
-When they perform Hunt, they will move towards the nearest Victim first. If there are still steps left, They will move their Main body or Shadow to another Victim who is near.
-Perform this Skill towards a wounded Victim first. If there are more Victims with wounds, they will Attack the Victim with the lowest VIT.

Dark Thorn
-If both of them are not on the same tile as a Victim. They will perform Hunt before using this skill.

Swap Dimension
-Perform this Skill towards a wounded Victim first. If there are more Victims with wounds, they will Attack the Victim with the lowest VIT.

Mimic Body
-Same conditions as normal mode.

Shock
-Same conditions as normal mode.

Terrifying Dance
-Same conditions as normal mode.

Behind You!
-Perform this Skill towards a wounded Victim first. If there are more Victims with wounds, she will Attack the Victim with the lowest VIT.

Haunt Humming
-Same conditions as normal mode.

SOLO Mode

Staff of Disease
-Same conditions as normal mode.

Fumigate
-Same conditions as normal mode.

Crow Form
-Perform this Skill towards a wounded Victim first. If there are more Victims with wounds, he will Attack the Victim with the lowest VIT.

Pandemic
-Same conditions as normal mode.

Scream
-Same conditions as normal mode.

Baby Rampage
-Perform this Skill towards a wounded Victim first. If there are more Victims with wounds, she will Attack the Victim with the lowest VIT.

Baby Drag
-Perform this Skill towards a wounded Victim first. If there are more Victims with wounds, she will Attack the Victim with the lowest VIT.

Sound of Soul
-Same conditions as normal mode.

Trill' Sonata
-In his turn, if a Victim stays on a tile with the Noise token on it, he will always use an Attack action on a wounded Victim first. If there are more Victims with wounds, he will Attack the Victim with the lowest VIT.

Song of Silence
Skill change: After he uses this skill (Effective for 1 turn), He immediately Attacks a Victim who fails any test (e.g. Test tile, Heal, Decode, …) with the number of Attack points stated. Afterward place a Noise token on that tile.
-After upgrade: Move the Noise token from an unoccupied tile to a tile with a wounded Victim on it. If there are more Victims with wounds, he will Target the Victim with the lowest VIT.

Noise Hunter
-Perform this Skill towards a wounded Victim first. If there are more Victims with wounds, he will Attack the Victim with the lowest VIT.

Gloomy Sunday
-Same conditions as normal mode.

SOLO Mode

Evil's Kiss

-Use Hunt to charm Victims first.

-If there's a Charmed Victim, Attack that Victim first.

-If they can perform Hunt after the Attack, They will move to the nearest Victim who is not charmed.

Realm of Lust

-Same conditions as normal mode.

Take Control

-If this skill cannot be used, they use Realm of Lust instead.

Deadly Embrace

-Same conditions as normal mode.

Floating

-Same conditions as normal mode.

Sky Rising

-Perform this Skill towards a wounded Victim first. If there are more Victims with wounds,
she will Attack the Victim with the lowest VIT.

-Before use skill, If she is on the same tile of the Victim. She will perform Attack action before using this skill.

Imprisoned Organs

-After using this skill, she will move to another Victim near her.

Inhuman's Kiss

-Play the Heir following the same Evil's steps.

Paranoid Aura

-Same conditions as normal mode.

Strawman

-He can only use this skill when he can attack the Victim.

Panic Suspense

-He can only use this skill when he can attack the Victim.

Crucifixion

-Same conditions as normal mode.

Trait & Secret Mode

1. After regular setup, Place 6 random Trait tokens (white side up) on the table and 6 unrevealed Secret tokens.

2. Each player selects 1 Trait token and 1 Secret token, then places them on their Victim's Board.

3. Every Victim can use the Trait token ability ***without losing an action***, but must also complete their Secret mission before escaping the Bunker tile

(Do not reveal your Secret mission towards other players, if successful, remove your Secret token from the game)

OR (After you've accomplished your Secret mission, you may reveal and discard your Secret token).

4. After an Evil possesses the Victim, flip your Trait token to the Terror side (red) and remove your Secret token from the game.

The Evil can use the Terror token ability ***without losing an action***,

Trait

Empathy: If your Heal fails, perform it again.

Leader: When your teammate adjacent to you performs any test.
They may re-roll 1 die, 1 time in their turn.

Alert: When performing Run, get 1 extra step.

Enduring: You now have 3 life points instead of 2.

Reformer: If your Decode fails, perform it again.

Harmonious: When you and another Victim are on the same tile,
reduce the success rate for any testing to 2 instead 3.
(Decode / Heal / Search / Hide / Active skill)

Thievish: When performing Search,
immediately get 1 item beforehand.

Swiftly: If your Defend fails, perform it again.

Survivor: Increase the success rate of performing Hide to 4.
But can perform Hide continuously without flipping the Hide token.

Concentrate: When performing Enter Password,
you may place 2 tokens onto the Bunker Board.

Diligent: You now have 3 Action points instead of 2.

Explorer: After drawing a new map tile,
you may look at it first before placing it.

Trait & Secret Mode

Secret

Left Behind: Do not escape first.
-Revealed when escaping.

Selfish: You must have 2 Item cards in hand to escape.
-Revealed when escaping.

Masochism: Must have 1 wound to escape.
-Revealed when escaping.

Greed: Get 5 Item cards in hand.
-Immediately revealed when successful and discard this Secret.

Perfectionist: All stats must be maxed out.
-Immediately revealed when successful and discard this Secret.

Coward: Perform Hide 3 times.
-Immediately revealed when successful and discard this Secret.

Curious: Move to a Cursed tile 3 times.
-Immediately revealed when successful and discard this Secret.

Depression: Must be Critically Injured 2 times.
-Immediately revealed when successful and discard this Secret.

Giver: Perform Give item cards 3 times.
-Immediately revealed when successful and discard this Secret.

Hacker: Successfully Decode 3 times.
-Immediately revealed when successful and discard this Secret.

Sympathetic: Successfully Heal your teammate 3 times.
-Immediately revealed when successful and discard this Secret.

I’m First: Perform Enter Password 2 times.
-Immediately revealed when successful and discard this Secret.

Terror

Predator: If you perform Attack to non-wounded Victims, they immediately receive 1 wound.

Surge: If you roll the Skull symbol when performing Hunt, get 1 rage and move 2 steps instead 0.

Overheat: If you roll the Skull symbol when performing Attack, get 1 rage and 2 attack points instead 0.

Soul Keeper: If you fail your Active skill, gain back your Stamina.

Listen: You may Attack hidden Victims.

Hangman: If a Victim becomes Critical Injured after performing Attack, the Victim(s) cannot perform Crawl.

Retribution: If you perform Attack fails, you may re-roll 1 time.

Life Linker: When a Victim receives a wound after performing Attack, an adjacent Victim may receive it instead.

Mind Breaker: If your Attack is successful, that Victim cannot perform Active skill for 1 turn.

Prophet: If a Victim becomes Critical Injured, you can choose to move to the Cursed tile immediately.

Evil Roar: If a Victim becomes Critical Injured, the Victim(s) cannot perform Decode for 1 turn.

Blood Seeker: If there's a Wounded Victim, gain 1 extra step while performing Hunt.

HEXA HOUSE

SPECIAL THANKS

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