

LEVEL 7[®]

[ESCAPE]

A hand with a prosthetic eye and bandaged fingers reaches through a metal door. The door is heavily damaged, with blood splatters and a jagged opening. The hand is positioned in the center, with the prosthetic eye looking out. The background is a dark, textured wall with a grid pattern.

RULES

LEVEL 7[®]

[ESCAPE]

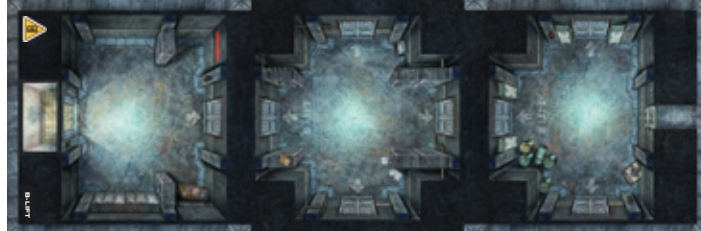
CONTENTS



44 MAP TILES



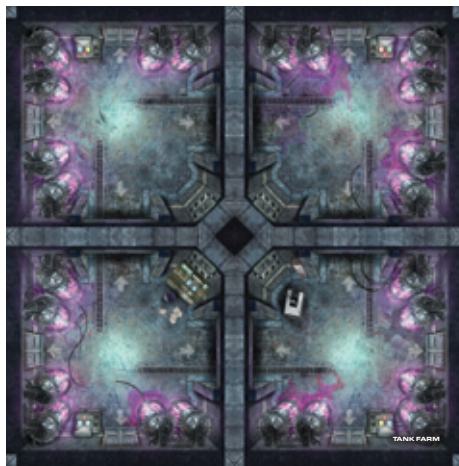
1 INFIRMARY TILE



B-LIFT/MAINTENANCE TUNNEL



18 SWARM MARKERS



1 TANK FARM/AIRLOCK TILE (2-SIDED)



40 EVENT CARDS



52 ADRENALINE CARDS



8 DICE



12 LOCKED DOOR MARKERS



4 CHARACTER SHEETS



18 SKILL CARDS



24 ITEM CARDS



12 LOCKDOWN TOKENS



24 THREAT TOKENS



5 FEAR TOKENS



5 VITALITY TOKENS



6 DARKNESS MARKERS



6 VENT/BLOCKED VENT MARKERS



4 ACCESSED CONTROL PANEL MARKERS



8 UNIFORM MARKERS



6 GUARD POST/CLONE NEST MARKERS



4 SECURITY KEY CARDS



LOCKDOWN POOL



THREAT POOL



4 CHARACTERS



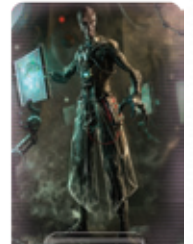
10 CLONES (NUMBERED)



10 GUARDS (NUMBERED)



3 HYBRIDS



1 DR. CRONOS

A NEW LEVEL OF FEAR

LEVEL 7 [ESCAPE] is a desperate game of survival against the human and inhuman denizens of the government-funded Subterra Bravo facility, a labyrinthine structure hidden beneath the earth. After you awaken deep in the facility, your chances of escape depend on how well you manage your greatest weapon, which is also your greatest threat: fear itself.

You and your fellow prisoners may work together for common survival or use each other as tools to evade the government soldiers, nefarious alien scientists, and terrifying experiments run amok. The game is designed for one to four players, so you can face the terror with others or try to make it out of the facility all on your own. Just don't expect anyone to come running when you scream.



Click the Level 7 Orientation icons placed throughout the rulebook for video tutorials!

RULES



GAME BASICS

As you explore Subterra Bravo, you will place tiles to represent what you see. As more of the facility comes into view, you will come face-to-face with dangers and challenges from voracious aliens that want to feast on your adrenal glands as well as from the well-armed guards whose job it is to keep everything under control.

For each game, you will choose a scenario from the scenario guide. The scenario description will explain the setup, goals, and obstacles you will face for that game.

This rulebook contains the core LEVEL 7 [ESCAPE] rules, but they can be modified by rules presented by the scenario guide and the cards. If a rule in another component conflicts with the rulebook, the other component takes precedence.



SCENARIO GUIDE INCLUDED.

CHARACTERS

Each player chooses a character to play. A number of the game elements give you information about your character.



Your character shows where you are in the facility.

Your character sheet gives your base stats and is where you track your levels of fear, vitality, and threat (explained below).

A fear token on the fear track marks your fear level.

A vitality token on the vitality track marks your vitality level, which determines your maximum hand size.

Threat tokens show how threatening the facility guards think you are. When you gain threat, place a threat token on your character sheet.

Skill cards grant you bonuses and special abilities. Place skill cards to the left of your character sheet.



Adrenaline cards help you pass challenges and interact with different elements of the research facility. Hold them in your hand until you use them.

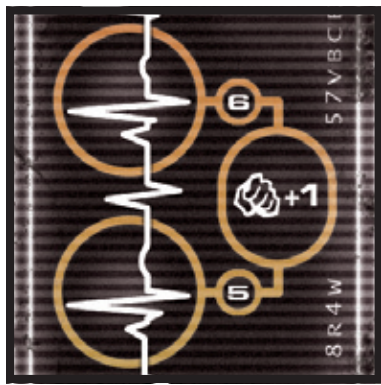
STATS

Your character has four stats: Intelligence, Strength, Speed, and Toughness. All characters have the same base stats, but your skill cards differentiate you from others during play. Intelligence and Strength determine the base number of dice you roll for challenges, Speed determines how far you can move on a turn, and Toughness helps block damage from enemy attacks.



FEAR

Your fear level represents how scared you are. The aliens of Subterra Bravo experience a sense of euphoria when consuming the adrenal glands of frightened humans. In a very real and terrifying way, human fear is an addictive drug to them; the more frightened you are, the more attracted the aliens are to you.



You will manage your fear on your character sheet's **fear track**. Moving the token down on the track represents calming down, and moving the token up represents becoming more frightened. Most of the time, your fear is raised or lowered by the cards in the game. Symbols to the right of the fear track show how

your fear level affects your stats. For example, if your fear level is 5 or 6, you get +1 to your Strength.


Every player's fear begins the game at 3.

ADRENALINE CARD COST

To play an adrenaline card, pay the specified fear cost by moving your fear token up or down on the fear track.

RAISING FEAR

In addition to the adrenaline cards that raise your fear, there are three general rules for how your fear can be increased.

- When an enemy attacks you, raise your fear by 1.
- When you leave a tile with a darkness marker , raise your fear by 1.
- When you move through a vent, raise your fear by 1 (see p. 8).

VITALITY

Your vitality shows how much permanent damage you have suffered. You begin the game with a variable amount of vitality, depending on the scenario. When you go to the infirmary (see "Being Knocked Out," p. 14), move your vitality token down one on the vitality track. Scenario rules might also affect your vitality.

You can have only as many adrenaline cards as is shown on your vitality track. For example, if you have not suffered damage, you can have five adrenaline cards in your hand. If you've moved one spot down on the vitality track, however, you can have only four.

THREAT

Your threat level, represented by tokens, shows how dangerous the guards of the facility think you are. Guards have to contend with both escaped test subjects and increasingly violent aliens, so they prioritize their targets based on relative threat.

THREAT POOL

The threat you gain during the game will come from a common threat pool. The scenario you choose determines the number of tokens that start in the game's threat pool and the number each player starts with.

GAINING AND LOSING THREAT

When you gain threat, take a threat token from the threat pool and place it in the threat box on your character sheet. If the threat pool is empty when you gain threat, lockdown begins (see "Lockdown," p. 7).

You can gain threat both from events and from taking certain actions.

- You become more of a threat when you group with other players. Each scenario has a limit for how many players a tile can contain before one of you gains a threat token.
- If you enter a tile that has a guard while holding a weapon, you gain a threat token.
- If you attack or bull-rush a guard, you gain a threat token (see p. 10).

Some effects cause you to lose threat. If this happens, take a threat token off your character sheet and remove it from the game. (Do not return it to the threat pool.) If you do not have any threat tokens on your character sheet, ignore that part of the effect.

ADRENALINE CARDS

The number of adrenaline cards you have in your hand represents how close you are to being knocked out. If you run out of adrenaline cards, you are knocked out (see "Being Knocked Out," p. 14).

PLAYING ADRENALINE CARDS

You can play your adrenaline cards for a variety of effects that help you survive the dangers of the facility:

- For the stat bonus listed on the top half of the card
- For the special ability described on the bottom half of the card
- To move your fear up or down by 1 with no fear cost

To play a card, choose one of the effects listed, discard the card from your hand, pay the fear cost (if applicable), and then resolve the effect. You cannot play the last adrenaline card in your hand for an effect; you must be forced to discard it.

If you play an adrenaline card for the stat bonus on Intelligence or Strength, the bonus lasts until the next challenge roll or the end of the turn, whichever comes first. If you play it for a Toughness bonus, the bonus lasts for one enemy attack. Speed bonuses remain



STAT BONUS

SPECIAL ABILITY

active for the rest of the turn (see “Player Turns,” pp. 8–14). You can play more than one adrenaline card to affect a challenge. You can use an adrenaline card for a stat bonus even if the bonus does not benefit you.

When playing an adrenaline card for the special ability, take note of when to use the ability. You can use some abilities only on your turn and some at any time.

When paying the fear cost of an adrenaline card, move the fear token along your fear track before resolving the card. If your fear track does not have enough available space to move the token the amount required to pay the fear cost, you cannot play that card.



SKILL CARDS

Skill cards can increase your stats and grant special abilities. They are always active and do not have a cost unless they say so. Skill cards that modify stats show an icon of the stat and the bonus or penalty to apply.

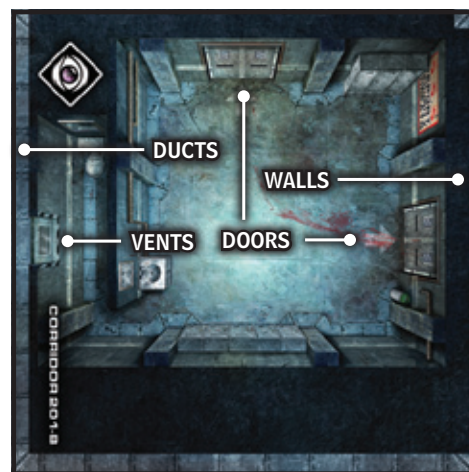


ITEM CARDS

While searching for an escape from the Subterra Bravo facility, you will come across weapons and equipment, represented by item cards. Each item requires one hand to carry, so you can never have more than two items unless the item’s rules allow it. When you gain an item, place the associated item card face up next to your character sheet. Weapons count as items. Security Key Cards count as items but are not shuffled into the item deck.

TILES

Tiles create the play area for *LEVEL 7 [ESCAPE]*. Each scenario lists the tiles that start in play. As you explore the facility, you will learn more about how it is constructed and guarded by placing the tiles on the table one at a time. Collectively, the tiles make up the map. The structural elements on the tiles determine how they can connect. (See “Exploring” on p. 9). These include walls, vents, ducts, and doors. Note that while not all doors look the same, every door is marked by an arrow on the floor.



A tile’s icons (next page) determine the rules that apply there. If a tile has a fear icon or a reactivating fear icon, it is a fear tile; if a tile has a security icon or a reactivating security icon, it is a security tile; and so on. The icons can also be important for particular events and scenarios.

TILE ICONS



FEAR

When you explore this tile, draw an event card and resolve the fear section.



REACTIVATING FEAR

When you move onto or explore this tile, draw an event card and resolve the fear section.



SECURITY

When you explore this tile, draw an event card and resolve the security section.



REACTIVATING SECURITY

When you move onto or explore this tile, draw an event card and resolve the security section.



FACILITY

When you explore this tile, draw an event card and resolve the facility section.



LAB

Related to scenarios or skills.



CONTROL PANEL

Related to actions, scenarios, or skills.



ELEVATOR

Related to scenarios.



GENERATOR

Related to scenarios.



MEDICAL SUPPLIES

Draw an extra card when you start your turn on this tile.



STORAGE CRATE

Draw an item card when you explore this tile.

DISTANCE AND ADJACENCY

Distance refers to the number of moves needed to travel between the tiles. Touching tiles must have a door connection in order to be considered **adjacent**.

DISTANCE AND ADJACENCY



Laine is adjacent to the guard because there is a door connecting their tiles, but Laine is not adjacent to the clone even though their tiles touch. The guard is only one move away from Laine, while the clone is three.

THE INFIRMARY

The infirmary tile does not connect to the rest of the map. Set it to the side of the map before the game. When you are knocked out (see “Being Knocked Out,” p. 14), place your character on the infirmary tile. When you start a turn on the infirmary tile, you can move to any vent tile on the map; if there is no vent tile available, you must stay in the infirmary. You cannot move from the map to the infirmary through vents.

If all remaining players are in the infirmary at the same time, the game ends and you all lose. Ignore this rule for the single-player version of the game.

CHALLENGES

During the course of a game, event cards and enemies present you with a variety of challenges. Each challenge focuses on one of your stats and requires you to roll a specified number of matching icons on the dice. Some challenges impose a penalty for failure, and some offer a reward for success.

When you attempt a challenge, count the number of points you have in the given stat and roll that number of dice. If you roll a number of that stat’s icon that is equal to or higher than the challenge’s rating, you pass the challenge. A double icon counts as 2 for the roll. Cards that raise a stat cannot add dice after you roll for the challenge.

Example: Cody draws an event card that says he has to pass a 5 Intelligence challenge. Cody’s Intelligence is 4. He rolls 4 dice and counts the number of Intelligence icons he rolled. If he rolls 5 or more Intelligence icons (counting any double icons as 2), he passes the challenge.

When you roll dice for any other reason (such as enemy attacks, non-challenge events, or peeking), you can use skills or cards to modify the roll only if they specifically allow it.

EXCEEDING THE NUMBER OF DICE

Whenever you need to roll more dice than the game provides, first roll the dice that are available and note the number of matching icons in that roll. Then reroll the number of dice that will make up the difference between what you have already rolled and what you need to roll and add any more matching icons to the total.

REROLL

If a card allows you to reroll all or part of a particular roll, you can choose to ignore the result of those dice and roll them again. A dice roll can be affected by more than one reroll, but each reroll can be used only once. If you have multiple reroll options, you must declare which you are using for each reroll.

Example: Cody has the Amateur Boxer skill, which lets him reroll one die in attack challenges, and the Self-Defense Training skill, which lets him reroll a double Intelligence icon or a double Strength icon. After he rolls to attack a guard, he can use both rerolls at once (each on a separate die) or choose just one to use. He can then use the other one on any die in the roll it would apply to, including the die he just rerolled.

ASSISTING OTHERS

If you are within one connected tile of another player, you can assist that player with a challenge by playing adrenaline cards. To do this you play the adrenaline card as usual, except the stat bonus increases the other player's stat instead of yours.

SCENARIOS

The scenario guide describes seven scenarios. You can play them in order to experience the overarching story of the game, or you can play them as stand-alone experiences. Each has its own goals for completion and its own rules.

ALIEN ZONE AND MILITARY ZONE

In scenarios that use the Alien Zone rule, when spawning clones (see "Spawning Enemies," p. 12), treat tiles that have vents as fear tiles.

In scenarios that use the Military Zone rule, if you spawn a guard on your turn and there are no legal security tiles for the guard, draw a new tile from the bottom of the final stack. Place the spawned guard on the new tile and connect it to the map as close to your character marker as is legally possible.

LOCKDOWN

Lockdown begins either when the threat pool is empty and a player needs to gain threat or when the game meets the lockdown conditions for the chosen scenario.

Some scenarios include a pool of lockdown tokens to count down to the end of the game after lockdown triggers. Starting the turn after lockdown triggers, at the end of each player's turn he takes a token from the lockdown pool and returns it to

the box. In scenarios that use the lockdown pool, the game ends if a player cannot take a lockdown token from the pool at the end of his turn.

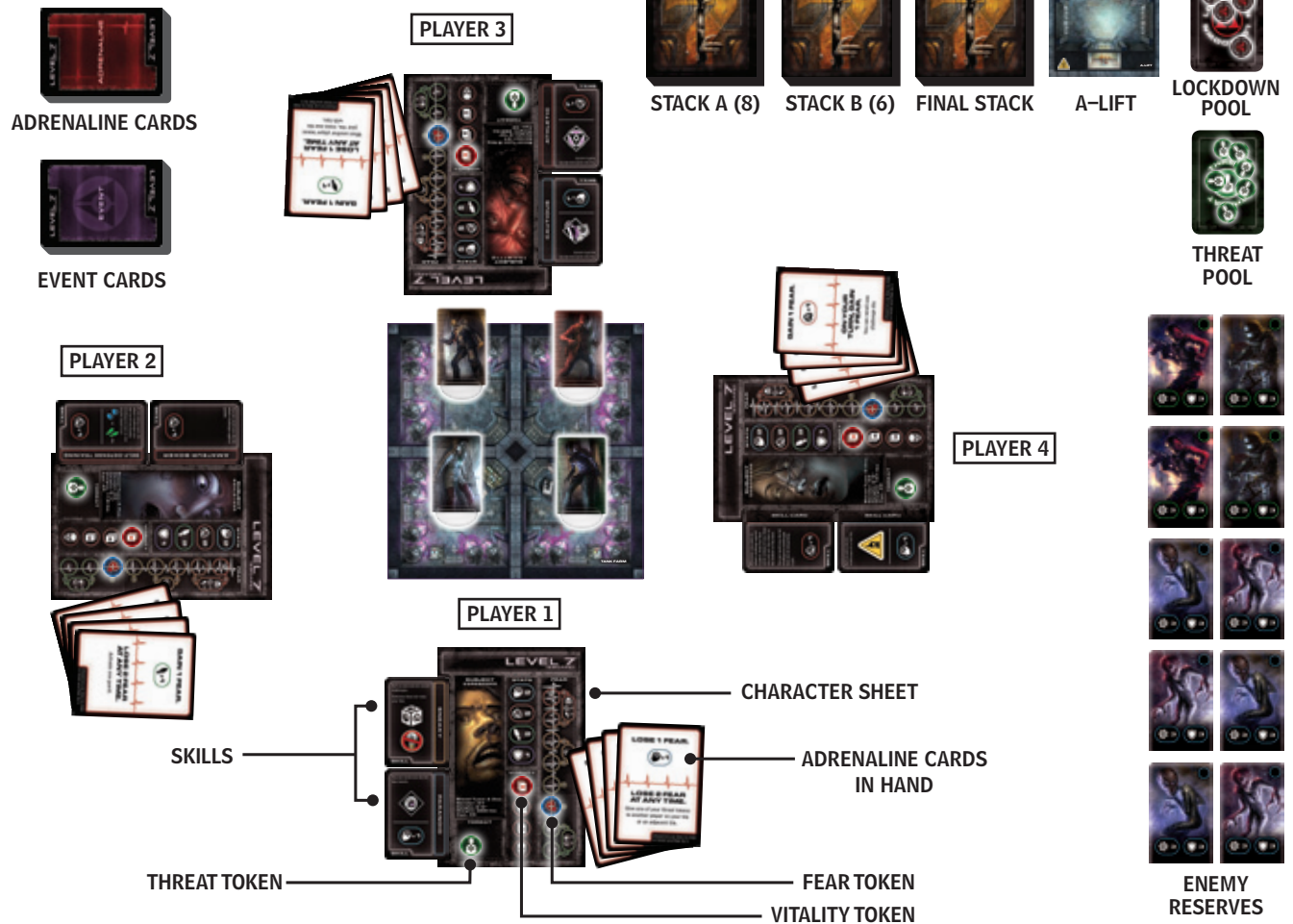
When lockdown begins, any players in the infirmary lose and leave the game.

You can continue to gain threat tokens during lockdown even if the threat pool is empty; simply use additional threat tokens from the box.



PLAYING THE GAME

SAMPLE SETUP



In this setup for Scenario 1, all the characters start on the large Tank Farm tile. The A-Lift tile has been set aside, and the remaining tiles have been separated into a stack of 8, a second stack of 6, and a final stack with all the other tiles. Four guards and six clones have been set aside as the reserves. There is a threat pool of six tokens and a lockdown pool of four tokens. Each player has a character sheet, two skill cards, and a hand of four adrenaline cards.

SETUP

Each player takes a character and its corresponding character sheet. Choose a scenario to play from the scenario book. Each scenario has rules for setup and play. New players should start with "Scenario 1: A New Level of Fear."

Shuffle the skill cards and deal two to each player. Shuffle the adrenaline cards and deal each player the number of cards allowed by his vitality.

Shuffle each of the remaining decks of cards.

Create the enemy reserve pools according to the scenario instructions.

PLAYER TURNS

Each turn has three parts, which occur in order:

- 1) Draw
- 2) Move and take actions
- 3) Trigger events


Triggering events is always the last part of a player's turn.

DRAW

At the beginning of your turn, if you do not already have the maximum number of cards allowed by your current vitality, draw an adrenaline card and add it to your hand.



MOVE

The Speed stat  on your character sheet indicates how many tiles you can move. You can move only between tiles connected by a door or a vent.

You can move through other players, but you cannot leave a tile that has active enemies on it without passing a challenge (see "Challenge Actions," p. 10).

VENTS

When you are on a tile with a vent icon, you can spend one move to place your character on another tile with a vent that has an unbroken duct connecting it to your tile. Vent travel immediately ends your turn. When you move through a vent, raise your fear by 1. Players with 7 or 8 fear cannot use vents.

MOVING THROUGH VENTS



Doug wants to move off his tile without dealing with the clone in his path. He can use the vents connected by ducts to move to either tile A or tile B. He cannot move to tile C this way because its vent doesn't connect to the one on his tile.

EXPLORING

When you want to move through a door that does not have a tile on the other side, you explore. To do this, draw a tile and place it next to your current tile in a way that legally connects as many doors as possible. (If there are multiple ways to place it that connect the most doors, choose one.) Place your character onto the new tile.

If the newly placed tile has an event icon, draw an event card and skip directly to the "trigger events" part of your turn (p. 11). If the new tile has an item icon, draw an item card. If you have more items than you can carry, place the extras face-up onto the tile.

If no doors lead to unexplored tiles on the entire map, any vent can be used as a door.

EXPLORING



✓ CORRECT



✗ INCORRECT


Jason explores from his tile. The tile he draws has two doors. He must connect one of those doors to the door he is using. The other door must connect to a door already on the map if possible or be left unconnected. A door can be blocked by a wall only if there is no other option.



If you begin your turn on a tile you cannot leave because there is no legal connection to another tile, you are knocked out (see p. 14).

In scenarios that use separated stacks of tiles, do not draw from a new stack until the previous stack runs out of tiles.

PEEKING

In some scenarios you peek before moving. Each of these scenarios identifies a tile to be set aside before the tile stacks are created. Once Stack A empties, you peek instead of exploring. If the peek is successful, you will place the tile that was set aside instead of drawing and placing a random tile. You can peek only once per tile per turn.

To peek, roll a die before leaving your current tile. If the result is the double Intelligence icon , place the specified tile so that it connects to your current tile. Otherwise draw a tile from the stack normally and place it according to the standard exploring rules. If you successfully peek you must place the tile, but you do not have to move to it.

Once Stack B is emptied without the specified tile being found, a peek is successful if the peek roll result is either the double or the single Intelligence icon:  or .

After the specified tile is found, players no longer peek when exploring.



TAKE ACTIONS

On your turn, you can attempt one challenge action, trade once, and pick up one item. You can take an action at any time during your turn, and you do not have to do all three.

TRADE

Once each turn, you can trade items with another player on your tile. If either participant in a trade ends up with more items than he can carry, he places the extras face-up onto the tile.


PICK UP AN ITEM

Once each turn, you can look through the items on your tile and pick up one. If this gives you more items than you can carry, place the extras face-up onto the tile.

CHALLENGE ACTIONS

LIMIT ONE PER TURN

When you interact with enemies on the map, you will need to attempt challenge actions. If you fail a challenge, the enemies on the tile activate (see "Enemy Activation," p. 13).


Attack : To attack an enemy, you must be on the same tile as the enemy and the enemy must be active. Attacking is a Strength challenge.

Roll a number of dice equal to your Strength stat. If you roll a number of Strength icons equal to or higher than the enemy's Toughness stat, the attack succeeds and the enemy is stunned; lay the enemy marker down on the tile. The enemy will remain stunned until its next activation when there are no players on its tile (see "Enemy Recovery," p. 15). If you roll at least twice as many Strength icons as the enemy's Toughness stat, remove the enemy marker from play and put it back into the reserves.

Example: Cody is on a tile with a guard. He decides he wants to attack. Cody's strength is 4 and he has Stun Stick, which gives him a bonus of 2 to his Strength when attacking an enemy. He rolls six dice and counts up the number of Strength icons rolled. He rolled five, which is enough to stun the guard. One more Strength icon, for a total of six, would have removed the guard from play.

If you attempt an attack challenge against a guard, gain 1 threat.


If you pass an attack challenge against a guard, draw an item card. If this gives you more items than you can carry, place the extras face-up onto your tile.

Bull rush : A bull rush lets you move off a tile that has enemies on it and use your momentum to carry you through multiple tiles that have enemies on them. Bull-rushing is a Strength challenge.



Roll a number of dice equal to your Strength stat and count the Strength icons rolled. Then count the total number of enemies in the current tile plus 2. Each hybrid counts as two enemies, and Dr. Cronos counts as three. If the number of Strength icons you rolled is greater than or equal to that total, you can leave the current tile and continue moving.

For the rest of the turn, each time you leave a different tile that has enemies on it, count the number of enemies there and add 2. For each new tile with enemies beyond the first that the bull rush continues through, subtract 1 from the total number of Strength icons rolled. The bull rush ends when you run out of movement or do not have a high enough total to leave a tile with enemies.

If you use a bull rush action, gain a threat for each tile you leave that has a guard on it.

Outwit : An outwit action lets you leave a tile with enemies on it without having to fight them; instead, you use your wits to fool or distract them so you can sneak away. Outwitting is an Intelligence challenge.

If your tile has both guards and aliens, you only need to outwit the enemy type there are more of on the tile. In the case of a tie, choose the enemy type. Roll a number of dice equal to your Intelligence stat and count the Intelligence icons rolled. Then add up the total number of the enemy type you are attempting to outwit plus 2. Each hybrid counts as two enemies, and Dr. Cronos counts as three. If the number of Intelligence icons rolled is greater than or equal to that total, you can leave the current tile. If you fail to outwit the enemies, only the enemies you tried to outwit will activate (see "Enemy Activation," p. 13).

Unlock a door /: To move through a locked door, you must pass either a 3 Strength challenge or a 4 Intelligence challenge.

- For a Strength challenge, roll a number of dice equal to your Strength stat and count the Strength icons rolled. Gain a threat token. If you rolled three or more Strength icons, remove the locked door marker from the door.
- For an Intelligence challenge, roll a number of dice equal to your Intelligence stat and count the Intelligence icons rolled. If you rolled four or more Intelligence icons, remove the locked door marker from the door. After you move through the door you can choose to leave the door unlocked or to replace the locked door marker.

BULL RUSH



CHALLENGE: 3
STRENGTH: 5


CHALLENGE: 4
STRENGTH: 4

Darla is on a tile with a guard. If she attacks and stuns the guard, she can move off the tile, but she wants to move past other enemies this turn. Her only option for leaving more than one tile with enemies in the same turn is a bull rush action. She counts the enemies on her tile and adds 2, which means she'll need at least three Strength icons to leave her current tile. She plays an adrenaline card for +2 Strength, giving herself a total of 6 Strength. She rolls six dice and gets five Strength icons. She needed only three, so she can move off the tile.

She moves onto the tile with a guard and a clone. Her bull rush continues using the same roll, but each time she moves she reduces the number of icons she rolled by 1. This tile has two enemies, so she needs four Strength icons (the number of enemies + 2) to move off it. Because she rolled five, she still has enough after losing one for the previous movement. If she had rolled only four Strength icons, she would not have enough to bull-rush off the second tile and would have remained with the guard and the clone.

SCENARIO-SPECIFIC ACTIONS

You can use these actions only in certain scenarios. Check the scenario guide to determine whether your chosen scenario allows them.

Access a control panel : An access action gives you more options for dealing with the obstacles you face in the facility. Accessing a control panel is a 4 Intelligence challenge you can attempt only if your tile has a control panel icon. Roll a number of dice equal to your Intelligence stat and count the Intelligence icons rolled. If you rolled four or more Intelligence icons, move any one guard on the map one tile or take a security key card.

TRIGGERING EVENTS



The Subterra Bravo facility is a constantly changing environment. Event cards represent the twists and turns that affect you as you attempt to survive and escape. During your turn, draw an event card each time:

- You explore a tile with one of the three event icons on it:



- Before lockdown, you move onto or explore a tile with a reactivating event icon on it:



- You end your turn without having drawn an event card.

When you draw an event card, skip directly to the "trigger events" part of your turn. After you have resolved the event card, your turn is over.

ENEMY THAT WILL SPAWN



SECURITY
EVENT

FEAR
EVENT

FACILITY
EVENT

ENEMIES
THAT WILL
ACTIVATE

The top-left corner of an event card contains an enemy icon if an enemy spawning is part of the event (see p. 12). The main portion of the card lists the three possible events (see p. 12). The boxes along the bottom of the card dictate how enemies activate as part of event resolution in games of different sizes (see p. 13). Resolve an event card from the top down: first enemies spawn, then an event occurs, then enemies activate.

SPAWNING ENEMIES

Whenever you trigger an event card that has a spawn icon at the top, place an enemy in play.

 If the card has a guard icon, place a guard on the closest security tile .

 If the card has a clone icon, place a clone on the closest fear tile .

If there is no appropriate tile available, do not spawn that enemy. In a scenario that uses the Alien Zone or Military Zone rules (p. 7), the types of tiles available for spawning increase.



If your fear is 7 or more, during this step spawn a clone on the closest vent in addition to any other enemies the event spawns.

RESERVES

Each scenario lists the number of each enemy type available to spawn, called the reserves.

At the start of a game, set out the number of enemies of each type to create the reserve pools for spawning enemies.

Each enemy type spawns in order. When spawning an enemy, take the one with the lowest number. For example, spawn Guard 1 before Guard 2. Once the reserve pool of an enemy type is empty, no more of that enemy can be spawned. When enemies are removed from play, they go back to the appropriate reserves unless the pool is already at the limit specified by the scenario; in that case, simply return them to the box.

The reserves limit the number of enemies that can be spawned, but other effects can put an enemy into play directly. If a card or effect instructs you to put an enemy into play but does not specifically spawn it, that enemy does not come from the reserves.

Example: "Scenario 3: The Hybrids" has a reserves value of 2 for guards and 6 for clones. The scenario also has a rule for hybrids and guards being put into play. These hybrids and guards are not spawned, so they are not taken from the reserves. If there is a guard in the reserve pool when a guard spawn event is triggered, it is spawned no matter how many guards are already on the map.

HOW MANY ENEMIES CAN A TILE CONTAIN?

Each scenario sets the limit for the number of enemies a tile can hold. The limit for guards is called the *secure number*, and the limit for clones is called the *pack limit*. Scenarios that use hybrids specify limits for them as well.

EVENT RESOLUTION

Whenever you draw an event card due to exploring a tile with an event icon on it or moving onto a tile with a reactivating event icon on it (before lockdown), you resolve the event from the main part of the card that corresponds to the event icon on the tile. The reactivating version of the fear icon counts as a fear icon, and the reactivating version of the security icon counts as a security icon.

SPAWNING



Shona is playing a scenario with a pack limit of 2, and a clone has already spawned on the map. Shona draws an event card with a clone spawn, so she must spawn the next clone on the closest fear tile. She takes Clone 2 from the reserves and places it on tile B. If the pack limit for the scenario were 1, Shona would spawn the clone on tile A instead because tile B already has one clone.

EVENTS DURING LOCKDOWN

Once lockdown has begun, you do not draw an event card when you move onto a tile with a reactivating event icon on it.

Resolve only the event that matches the icon on your tile, and ignore the others. The three types of events are:



Some events require challenge rolls. If an event offers a choice and one option is not possible, resolve the other option. If part of an option is possible, though, you can still choose that option.

Example: Cody explores a new tile with a facility icon on it. He draws an event card, and the facility event reads, "Each player chooses to gain either 1 threat or 3 fear." Cody's fear is at 6. He can choose either to gain 1 threat or to raise his fear to the maximum of 8, even though that is an increase of less than the 3 fear the card specifies. Bill's fear, on the other hand, is already at 8, so he cannot choose to gain fear and must choose to gain 1 threat.

ENEMY ACTIVATION



The bottom row of boxes on each event card determines how the enemies behave. Enemies activate at different rates depending on the number of players, so find the box marked with the number of players that started the game and take note of the enemy icons there.



Activate each guard on the map in ascending order, starting with Guard 1.



Activate each clone on the map in ascending order, starting with Clone 1.



Activate all the guards on the map and then all the clones, in ascending order.



Activate all the clones on the map and then all the guards, in ascending order.

Hybrids activate at the end of every enemy activation step, starting the turn after the hybrids appear on the map. After you have resolved the activation icons at the bottom of an event card, roll a die to activate the hybrids. Each hybrid activates as many times as its symbol was rolled. When multiple hybrids activate, the one with the Intelligence icon activates first, followed by the one with the Strength icon and then the one with the Speed icon.

When a guard, clone, or hybrid activates, it takes **one** action: **attack**, **move**, or **recover**. Each enemy will first attempt to attack. If there is not a target on the same tile with the enemy, it cannot attack, so it will move. An enemy that was stunned will recover if there is no character on the same tile with it, but it cannot attack or move because recovery is the last step in the sequence. Enemies that move can still add their Strength to an attack on their tile (see below).

Dr. Cronos has his own rules for activation, given in the scenarios that include him.

ENEMY ATTACKS

When an enemy activates on the same tile as a valid target, it attacks. The player resolving the event card rolls the dice for enemy attacks.

Enemies choose what to attack based on the threat or fear of potential targets: guards attack the target with the highest threat; clones and hybrids attack the target with the highest fear. See the scenario description for the threat value of clones and the fear value of guards in any given game. Players are always valid targets, but enemies do not count each other as valid targets when their threat and fear numbers are 0. Each scenario describes when these numbers change so that the guards and aliens view each other as valid targets.

Each enemy has an Attack stat  that determines how many dice it rolls when attacking.

When a guard or clone attacks, compare the number of Strength icons in the attack roll with the target's Toughness stat. If the attack is against a player, he discards an adrenaline card for every Strength icon rolled over his Toughness. If the attack is

ENEMY ATTACK BONUSES

When enemies attack you, your stats can affect the roll. The following bonuses apply when an enemy attacks a player but not when enemies fight each other.

- A clone attacking a player with 5 or more fear rolls an extra die.
- A guard attacking a player with 3 or more threat rolls an extra die.

against another enemy, remove one defender from the tile if the number of Strength icons is greater than or equal to the target's Toughness, plus one additional defender on that tile for every extra Strength icon rolled over the target's Toughness.

Example: A guard activation event has been drawn. Guard 1 is on a tile with Cody. The guard activates and attacks. He rolls three dice because his Attack stat is 3, and he gets two Strength icons in the roll. Cody's Toughness is 1, so he discards one adrenaline card. Guard 2 is on a tile with two clones. He also rolls three dice, but he gets three Strength icons. Because the Toughness of a clone is 3, one of the clones is removed. If the guard had rolled four Strength icons instead, the other clone would also have been removed.



ENEMY ACTIVATIONS



Shona is in a game that began with four players, though Jack has managed to escape. When Shona draws an event card, she looks in the four-player box to see what happens. It has a guard icon. Guard 1 activates first, moving one tile toward Shona, as she has the highest threat. Then Guard 2 activates. It has an Attack stat of 3, and each other guard on the tile adds one die to the attack roll, so it attacks with four dice. Guard 3 does not activate because it contributed a bonus die to an attack. Finally, Guard 4 activates and moves one tile toward Shona, onto Cody's tile.

BEING KNOCKED OUT

If you are knocked out, place all your items face-up onto your current tile and then place your character on the infirmary tile. You lose 1 vitality point and 1 threat. At the start of your next turn, draw a new hand of adrenaline cards (remember, you will have one less card than before), move your marker to any vent in play, set your fear to 4, and continue your turn normally.

If you begin your turn on a tile you cannot leave because there is no legal connection to another tile, you are knocked out.

If you move your vitality token to the skull at any time or are knocked out during lockdown, you are killed and lose the game. You do not go to the infirmary but instead remove your character from play.

If all remaining players are in the infirmary at the same time, the game ends and you all lose. Ignore this rule for the single-player version of the game.

When a hybrid attacks, compare the number of Intelligence icons in the attack roll with the target's Toughness stat. If the attack is against a player, raise his fear by 1 for each Intelligence icon rolled over his Toughness stat. If this would push his fear higher than 8, it becomes 8 and the player is knocked out. If the attack is against a guard, remove one guard from the tile if the number

of Intelligence icons is greater than or equal to the guard's Toughness stat, plus one additional guard on that tile for every extra Intelligence icon rolled over his Toughness stat.

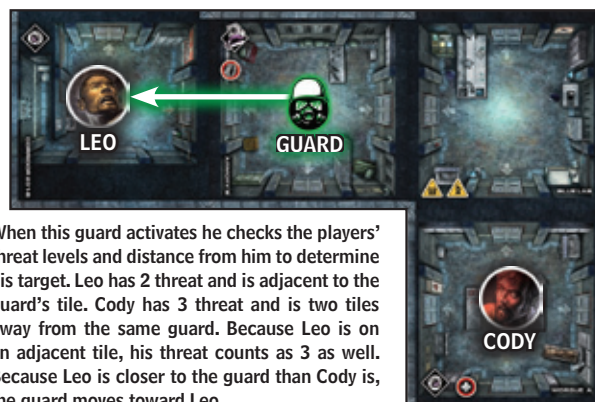
When more than one enemy of the same type is on a tile, they are stronger. All the enemies of the same type participate in the attack, *even if they have moved this turn*. For the attack, roll a number of dice equal to the activating enemy's Attack stat, plus one die for every additional enemy in the attack. An enemy that adds a die to an attack counts as having activated for the turn. If a hybrid attacks when on the same tile with one or more clones, it rolls a number of dice equal to its Attack stat plus one die for each clone on the tile.

The rules for Dr. Cronos' attacks are given in the scenarios where he appears.

ENEMY MOVEMENT

If an active enemy has no valid target for an attack, it moves one tile. Clones and hybrids move toward the target with the highest fear level, and guards move toward the target with the highest threat level. If two targets have the same level, the enemy moves toward the one that is closest. (The distance to a target is the number of moves in the path the enemy takes.) A player on a tile adjacent to an enemy's tile adds 1 to his relevant value for this purpose.

ENEMY ADJACENCY



When this guard activates he checks the players' threat levels and distance from him to determine his target. Leo has 2 threat and is adjacent to the guard's tile. Cody has 3 threat and is two tiles away from the same guard. Because Leo is on an adjacent tile, his threat counts as 3 as well. Because Leo is closer to the guard than Cody is, the guard moves toward Leo.

If two potential targets are the same distance from an enemy, it chooses between them based on turn order. If the current player is one of those targets, the enemy will move toward him. If not, the enemy will move toward the player who will take a turn next.

Example: It is Jason's turn, and the clones are activating. Bill and Cody are each two tiles away from a clone, and each has 4 fear. Since they have the same fear and are the same distance from the clone, the clone moves toward Bill because Bill's next turn comes before Cody's.

If an enemy has multiple potential paths that move it the same distance toward its target, the player resolving the event card decides where the enemy will move.

When an enemy moves, it cannot stop on a tile where it would push the number of its enemy type past the allowed limit. It instead passes through that tile and stops on the next available tile.

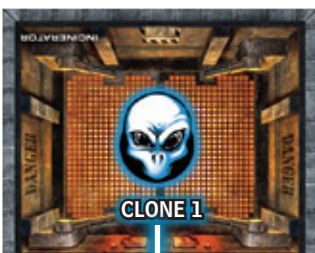
If the enemy's target is on a tile that has already reached the maximum number of enemies of that type, the enemy instead chooses the next available target. (See the "Choosing a New Target" diagram on the next page.)

ENEMY LIMITS AND MOVEMENT

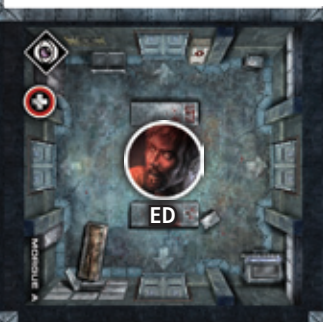


Leo is playing a scenario with a secure number of 2. Here, he is the player with the most threat, so the guards are moving toward him. When Guard 3 activates, he will attempt to move one tile closer to Leo. Because that would put him on a tile that has already reached the secure number, though, the guard will pass through the full tile and end on Leo's tile.

CHOOSING A NEW TARGET



Doug and Ed are playing a scenario with a pack limit of 2. A clone tries to travel through the vents into Doug's tile, but the tile already has its maximum number of clones. The attacking clone then moves toward Ed because he is the next-closest target with the next-highest fear.



SPECIAL ENEMY MOVEMENT

A clone can use vents to travel throughout the facility. Use the same rules as for players moving through vents (see "Vents," p. 8), but consider tiles adjacent for clone movement if they share a vent connection. A clone cannot pass through locked doors and does not count them as legal connections when determining distance from players.

Guards and hybrids can use locked doors as legal connections, but unlocking a door costs them a move. They must include this move in the count when determining their distance from players. When a guard or hybrid would move through a locked door, remove the locked door marker instead of moving the guard or hybrid.

ENEMY RECOVERY

When a stunned enemy activates, it cannot attack or move, only stand up. If a player is on the same tile as a stunned enemy, the enemy skips its activation and remains stunned. Do not consider a stunned enemy active for any reason.

ENEMY GENERATION

Clone nests and guard posts are enemy generators. After all the enemies have activated, the clone nests and guard posts in play generate new enemies. During clone activations, spawn a clone onto every tile with a clone nest. During guard activations, spawn a guard onto every tile with a guard post. If the new clone or guard would put the tile above its limit for that enemy type, it does not spawn. Enemies spawned this way cannot take any other actions during the turn they are spawned.

ARMED WITH THIS KNOWLEDGE, YOU ARE NOW PREPARED TO BRAVE THE HORRORS THAT LURK WITHIN THE DARK AND FOREBODING SUBTERRA BRAVO RESEARCH FACILITY. BUT BEWARE! YOUR ESCAPE IS ONLY THE BEGINNING...

LEVEL 7 [ESCAPE]: ICONS AND TOKENS



FEAR: When you explore this tile, draw an event card and resolve the fear section. This tile is an alien spawn location.



REACTIVATING FEAR: When you move onto or explore this tile, draw an event card and resolve the fear section. This tile is an alien spawn location.



SECURITY: When you explore this tile, draw an event card and resolve the security section. This tile is a guard spawn location.



REACTIVATING SECURITY: When you move onto or explore this tile, draw an event card and resolve the security section. This tile is a guard spawn location.



FACILITY: When you explore this tile, draw an event card and resolve the facility section.



CONTROL PANEL



ELEVATOR



GENERATOR



LAB



MEDICAL SUPPLIES: Draw an extra card when you start your turn on this tile.



STORAGE CRATE: Draw an item card when you explore this tile.



DARKNESS: Gain 1 fear when you leave a tile with this marker.



DIE: Indicates the card has a rule that modifies dice rolls.



FEAR SPAWN: Spawn a clone on the closest vent tile if your fear is 7 or 8.



UNIFORM



BLOODY UNIFORM



GUARD



CLONE



HYBRID



VENT



BLOCKED VENT

STATS



INTELLIGENCE



STRENGTH



SPEED



TOUGHNESS



ENEMY ATTACK



HAND SIZE

TURN SUMMARY

1. DRAW



Draw an adrenaline card unless your hand is already full.

2. MOVEMENT AND ACTIONS (p. 8)

Move on the map and perform actions (one each: attempt a challenge, make a trade, pick up an item, p. 10). You can take actions before or after you move unless you run into an event icon that makes you draw an event card.

If you *explore* a tile with an event icon:

OR

If you *explore* or *move onto* a tile with a reactivating event icon (before lockdown):

OR

If you are ending your turn and *have not* drawn an event card



Draw an event card and proceed to 3) Trigger Events.

3. TRIGGER EVENTS (p. 11)

A. SPAWN (p. 12)

Spawn the enemy shown in the top-left corner of the event card.



GUARD



CLONE

B. RESOLVE EVENT TEXT (p. 12)

If you drew the event card because you had not yet drawn one, skip this step. Otherwise, resolve the event with the icon that matches the one on the tile.

C. ACTIVATE ENEMIES (p. 13)



Activate any enemies on the map that match the icon in the bottom box that corresponds to the number of players that started the game.

If hybrids are in play, roll a die for their activation after resolving the enemy activation icon.

Each guard, clone, and hybrid will perform one action per activation. If there is a valid target on its tile, its action will be an attack. Otherwise it will move toward a target.

If the enemy is stunned, it will recover if there is no player on its tile.