

I - HEREDITY

I.1 - IMPORTANT BEFORE YOU START

These rules are work in progress and haven't been proofread a lot, you've been warned!

Heredity is a game full of surprises:

- Don't look at the cards until you're told to.
- When you have to read a card, read it face up only, don't turn it over without being prompted.

I.2 - PRESENTATION

In Heredity, you play the destiny of a family in a Post Apocalyptic universe. Your cooperative adventure unfolds over 7 chapters that form a campaign. Each chapter consists of a deck of cards with everything you need to

play it: field cards that form the board, characters to interact with, equipment, narrative cards, etc. The conditions of victory and defeat are not fixed, they will be revealed in time in each chapter you will play.

I.3 - MATERIAL

Detach the tokens from the board and store them in the pouch provided. Inside you will find:

- Damage tokens
- Marker Tokens
- Reference tokens
- Hostile Tokens
- 1 Time Marker
- 15 Action Tokens
- 50 Material cubes
- 1 Base deck
- 7 Adventure decks
- 4 miniatures

I.4 - LEARNING THE RULES

To learn the rules, it is strongly recommended that you start by reading the Getting Started Guide. This guide describes a game that you can simulate with a deck specially created for the occasion: the Adventure - Introduction deck. This mini scenario is a short playthrough that does not really start the campaign (but it is necessary to play it, you will understand at the end). The introductory scenario is very linear and players will not

have a lot of freedom of action, don't worry, this is specific to this scenario. Please note that this introductory scenario only involves 2 characters instead of the usual 4. In the case of a 4-player group, each character is exceptionally managed by 2 players. When you have finished reading the Getting Started Guide, deepen your knowledge of the rules by reading this booklet.

I.5 - 1 TO 4 PLAYERS

For strong narrative reasons, there will always be 4 characters to play in each scenario (except for the Introduction scenario). In a 4-player group, each player will be able to manage one character. In a 3 player group, 1 of

the characters will be managed collectively. In a two-player group, we recommend that you play one parent character and one child each. And in solo you will manage all 4 characters.

I.6 - THE STORY

The world has fallen apart. No one knows exactly how it started. But the world descended into war quickly. Countries abused their nuclear weapons. Everything fell into decline. Global computer networks no longer work. And humanity, partly exterminated, has regressed. The survivors are slowly begin to rebuild the new world, to make a new start. Communities, more or less violent, have

emerged. Djamal and Maeve experienced the great decline in their youth and chose to live in a self-sufficient way. Their children, Selena, Brick and Swan, did not experience the war. They were raised away from the violence of the outside world. You play as this family, living on a farm in total autonomy.

II - SETUP

1. Grab the Adventure deck of the scenario you want to play and place it on the table.
2. Take the Base deck, where you will find the character cards, Karma cards and reference cards. Starting with the set up of Chapter II, you will also find the items accumulated from previous chapters, items to create and possibly Quest cards.
3. Look at the first card in the Adventure deck, called the Cover. It indicates which characters should be placed. For example, for the Adventure - Introduction deck, you would place Maeve (card 36, 37, 38) and Brick (26, 27, 28). Take these cards from the Base deck (look up the character's name and take the 3 cards associated with the character's color).
4. Place 3 Action tokens near each character (respecting the colors).
5. Collect the Karma cards (number 10 to 18 when you start a new game), shuffle them and form the Karma deck, face down.
6. Give each player a reference card.
7. Place the tokens (Markers, Damage, Reference, Hostile) and Component cubes to the side of the board.
8. Place the Player Card at the top of the playing area. This is the Timeline. More cards will be added to this later. Place the Time Marker, which indicates which card in the timeline is in progress, on top of the Player card.
9. If you have played other scenarios before (other than the Introduction scenario), you may distribute the item cards and components available to you among the characters.
10. If you have picked up Quest cards from previous scenarios, anchor them to the Player Card.
11. On the first card of the Adventure deck, you will find the first instruction to start the scenario (take a card or turn over the Cover card). Read the card and apply its effects.
12. You will also pick up a field card. Place it in the center of the table and place your characters on the locations (crosses) indicated, respecting the colors.
13. Start playing by applying the effects of the card under the Time marker.

III - GENERAL CONCEPT

There is no concept of a turn in Heredity, the game is driven by the Timeline, which is a row of cards at the top of the game board. Each card describes events that happen one after another and influence the actions you can take. Once a card is resolved, you move on to the next one and so on until you finish the event row. Then you return to the beginning of the row and continue. One of the most important cards (and also the only one at the beginning of the game) in the Timeline is the Player card, which specifies that Action tokens must be collected and played. These tokens allow players to make their characters perform actions (move, interact, use an item...). There is no order of play, one player can perform an action, then another player can follow and then the first player can

perform an action again. Each action has an impact on the scenario, for example

- Exploring the field, which will gradually reveal the playing field on which the figures can move.
- Talking to someone you meet along the way
- Activate a mysterious mechanism
- Use an item to open new passages...

Once the player card is resolved (all actions have been played or the players wish to pass), you move on to the next card in the Timeline and resolve it. Then at some point you will return to the Player card which will allow you to take actions again. The next chapters of these rules describe each element of the game in detail.





IV - THE CHARACTER SHEET

IV.1 - CHARACTER CARDS

The character cards represent your character in three parts: the "Head" card, the "Body" card and the "Foot" card. On each of these cards are displayed slots for action tokens that will allow you to perform actions corresponding to the icons displayed. For example, the "Head" card will allow you to perform "Look" and "Talk" actions while the "Foot" card will be reserved for moving actions.



IV.2 - THE EQUIPMENT

On the right of the character cards, you can carry up to 3 items with the icon "bag" . To the left of these cards you can equip 1 "head" item , 1 "body" item  and 1 "foot" item . See the chapter on equipment for more information. All these cards constitute your character sheet (not to be confused with the character cards which only show the "Head", "Body" and "Foot" cards). The items placed on the sheet are part of your inventory.



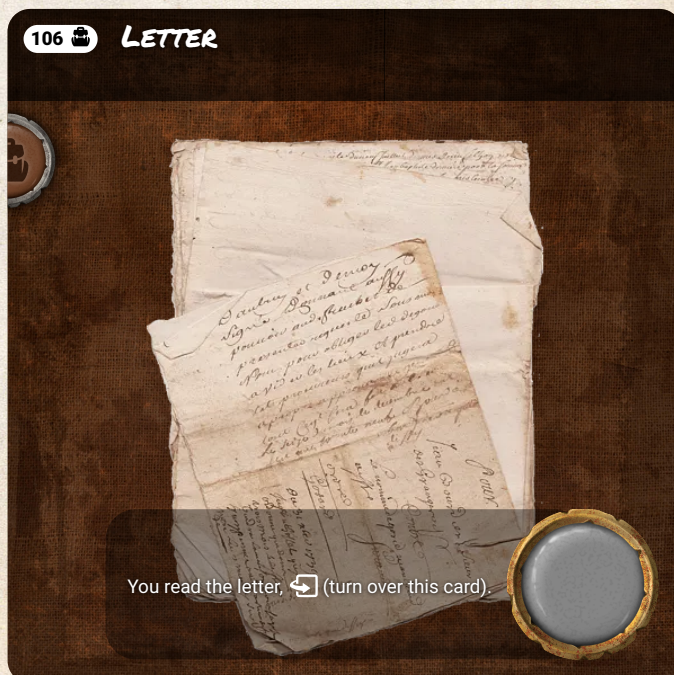
IV.3 - THE ACTION TOKENS

Use of the Action tokens

Each character has 3 Action tokens. These tokens can be used to perform actions. When you want to perform an action, you must move one of these tokens to a free Action slot (without any Action tokens or damage tokens) and then resolve the action's effect. An action must be resolved atomically, meaning that when one player plays an action, all players must wait for that action to be fully resolved. Once this action is finished, any player can take a new action. There is no turn or order of play, players spend their Action Tokens in any order they wish. Thus Lawrence can take the Explore action. Then Elise can decide to take the Look action. Then Lawrence can decide to play again by taking an Attack action. There are 2 types of actions: direct actions and indirect actions.

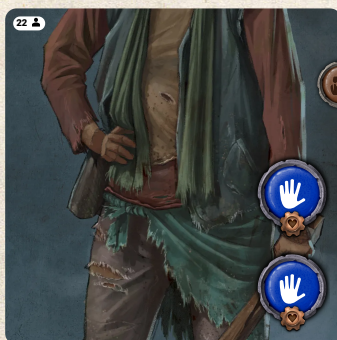
Direct actions

They have an Action slot and an effect. Move an Action token to it to perform the effect. You can find these actions on certain Item cards (the item must be in your inventory) or on special story cards.



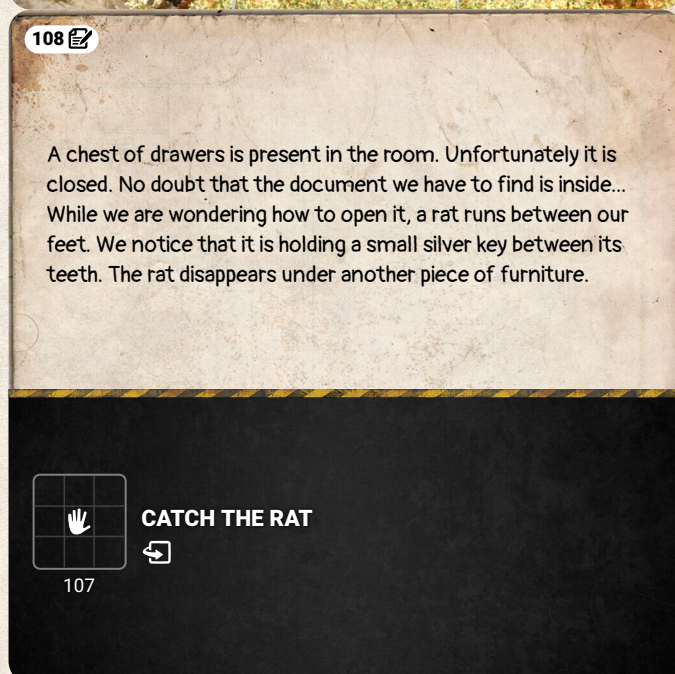
Indirect actions

They are indicated by an icon on the cards. You must then move an Action Token to an Action slot on your Character Sheet that has this icon (usually a Character card but sometimes also items) to perform the effect. Here, a field card allows a character on the square with the icon 🖐 to spend an Action token on an Action slot containing 🖐 (a "body" card, for example) to be able to search that area and take card 108. Card 108 is a narrative card that also reveals a new action in the center of the field. You can move to the center (move action, see Interacting with the field) and perform a new "Interact" action by moving a second Action token to an empty space containing the icon 🖐. In our case, the two Action tokens were placed on the "Body" card. But they could also have been placed on an item if it contains Action slots with the icon 🖐.



Recovery of the Action token

When all your Action Tokens have been used, you cannot take any more actions until a card (usually the Player Card) tells you to get your Action Tokens back.



Action Tokens and Flipped/Discarded Card

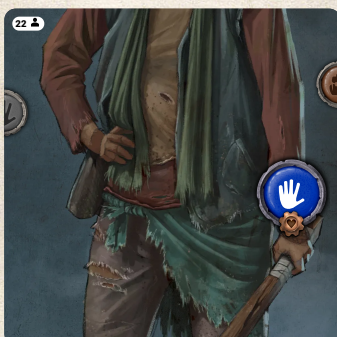
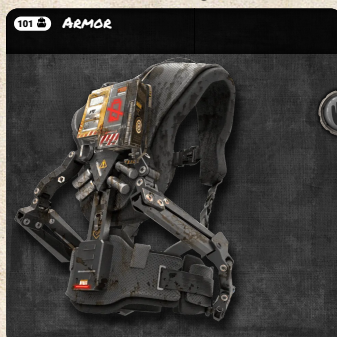
When an Action Token is placed on a card and that card must be flipped over, flip the card over and place the Token in the center of the card to indicate that it is still not

available. In the case where the card must be discarded, move your token to the center of one of your character cards.

V - THE DAMAGE

V.1 - TAKING DAMAGE

When you take damage (either in combat or if a card indicates it. For example: Take 3 ☆), collect as many Damage Tokens as you need. You must now place these tokens on action slots of your character sheet (character or item cards) which have a heart icon 📍. The other slots cannot receive damage tokens (here, the Tool card cannot receive a damage token). The other slots cannot receive damage tokens (opposite, the Tool card cannot receive a damage token). You can place a damage token on a space occupied by an Action Token. In this case, place the Damage Token and replace the Action Token on top of the Damage. Action tokens that are covered by a Damage token can no longer be used.



V.2 - SERIOUS INJURY

When all the slots of a character card are filled, you can decide (it is not mandatory) to turn this card over to its b side. Then discard the damage of this card. This reveals a new Action slot, which can also be covered if you have any damage tokens left to place. Your character now has a severe wound, which reduces his actions and may have an effect on the scenario. This card can no longer be flipped to its healthy side (unless a card has a special effect). A character can suffer up to 3 serious wounds (if all his character cards are turned over). If your character has 3 serious wounds, all Action slots that can receive Damage Tokens are filled, and you have Damage Tokens left to allocate, discard them. Your character is in very bad shape and can hardly take any action (he can still take actions on the Action slots that do not have a heart icon and are therefore free). There is no final death. Unless the

scenario tells you otherwise, there is still time to help your character and heal him.



V.3 - ACTION: HEALINGS

You can heal yourself or an adjacent character (the 8 squares around). Perform an "interact" action by moving an Action Token to a valid Action Slot on your character sheet with an "interact" icon. Remove a damage token

from a character card of the character you are healing, and the healed Action slot immediately becomes available. Note: "healing" damage to an item works differently (see Repairing an item).


VI - THE ADVENTURE DECK

The Adventure deck consists of all the cards needed for the scenario. Each scenario has its own Adventure deck. As you take actions, you will read cards that will tell you how your adventure will unfold and which cards you should take or handle.



VI.1 - HANDLING THE CARDS

Cards are referenced by a number in the upper left corner. The back of a card is referenced with the same number followed by 'b'. For example, the back of the card 100 is called 100b. Sometimes effects will refer to both sides of the card. So 100(b) refers to card 100 but also to card 100b. The effect will therefore apply whether the card is on its front or back side. Without the brackets, the effect would only apply to the 100b side.

Taking a card

 **100** tells you to take card 100. To take a card, look for the number in the Adventure deck by fanning the cards without looking at them too much (use the cover so you don't get spoiled). The numbers are in the upper left corner. Take the corresponding card and read it aloud to apply its effects (see Sections and Card Types below). Never turn over a card without being asked! If the card is not available in the Adventure deck, you have already looked at it. If this happens frequently, feel free to use tokens to indicate the actions you have taken on the board by covering them with a marker.



Flipping a card



When a card tells you  **100**, you must flip the indicated card (here 100) and apply the effects. If the icon is not followed by a number () , flip the card you are reading. If the card you need to flip is not visible on the board, take it from the Adventure deck and flip it immediately. If there are tokens on the card, place them back in the center of the card after you flip it.

Discarding a card





VI.2 - SECTIONS AND CARD TYPES

The cards you are about to read have different types. Some cards will build the game board to explore, some are items to equip and some are narrative cards with different sections. Here are the different types of cards and sections and how to use them. An icon next to the card number tells you the type of card.

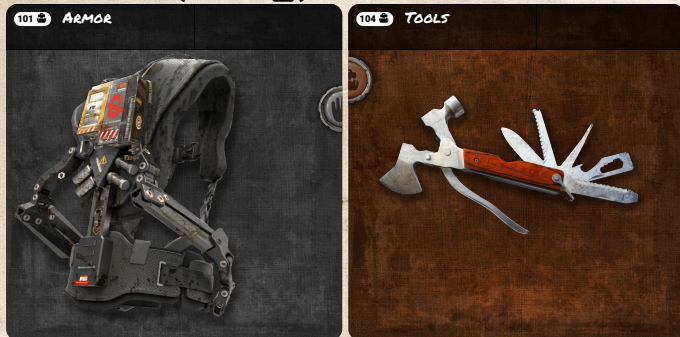
When a card tells you  100, you must discard the indicated card into the discard pile of the deck from which it came (usually a Special deck created for the scenario). If the icon is not followed by a number () , discard the card you are reading. If you discard an item: it goes back into the Creation deck (see Camp Phase). In some scenarios you will have to create a special deck (Event deck in the first chapter for example). The discard pile of this deck is then placed next to the deck. If Action Tokens are on the card at the time of discard, move these tokens to the center of your character cards to indicate that they are still not available.

A card can never be discarded to the Adventure deck. The Adventure deck does not have a discard pile. The  icon indicates that the card should be put back in the box. The  icon indicates a discard in the Special deck or in the Creation deck (in the case of an item).

Burning a card

When a card indicates  100, you must put the indicated card back in the box of the Adventure deck from which it came. If the icon is not followed by a () number, put the card you are reading back. This card has no further impact. It is very important to apply the effects correctly: do not confuse discard  and burn  . If there are Action Tokens on the card when you put it away, move those tokens to the center of your character cards to indicate that they are still not available.

Item card (icon 📦)



This card represents an item. See the "Equipment" section for more details.

Map card (icon 🗺️)



This card represents a field on which your characters can move. These cards form the game board. See "Interacting with the field" for more details.

Narrative card (icon 📖)

The other cards are narrative cards with various effects. They are made up of different sections detailed below.

112 

This is a Narrative section

This is an Instruction section



100

This is an Action section



This is a Non-Player Character section

113 

This is a question. Do you understand?

Yes, great, keep reading.

No ? Well, go back a little higher.

This is a Timeline section.

Narrative section

100 

Selena

I am quietly reading the rules when suddenly a strange sensation runs through my spine...

A feeling of presence, right behind me.

I slowly flip over but the moment my eyes leave the rules, I lose track.

This section moves the story forward and is full of clues for the rest of your adventure. Don't hesitate to add a little drama to your reading, set the tone and imitate the voices. It will only enhance the immersion. If a name is given at the beginning of the card, it is up to the player controlling that character to read the card. Some scenarios are investigation oriented, so feel free to take notes.

Instruction section

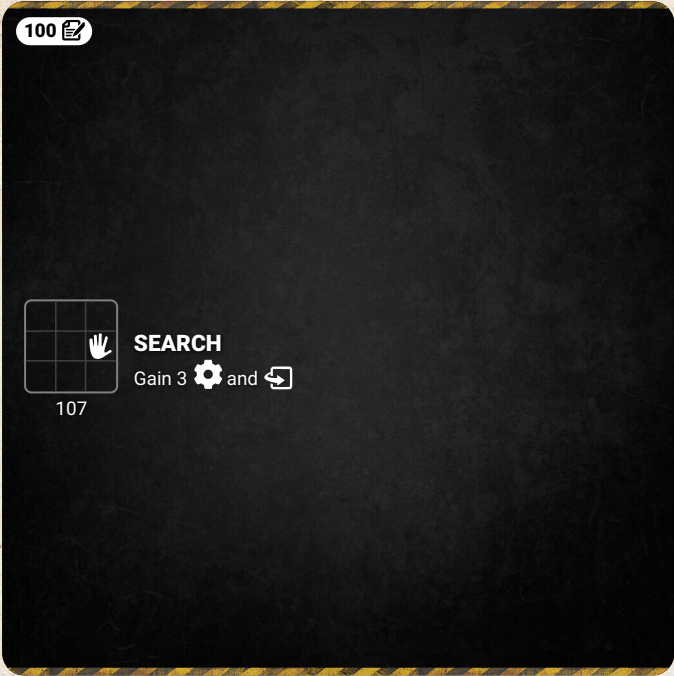
100 

- Continue reading the rules.
- Start a game with the Adventure - Introduction deck.
- Finally, call 3 friends to start the campaign OR play alone.

This section tells you what to do in terms of playing. You must do everything this section tells you. For example, you may be asked to flip a card, take damage, or take another card. Sometimes an alternative effect is offered with the keyword "OR". You **must** try to apply the main effect. If you can't, then apply the alternative effect. In this example, you **must** call 3 friends to play with you. But if you don't have 3 friends available then you can play alone.

Action section

This section defines a new action available on the field. The grid represents a card, referenced by the number below the grid. Place a Reference Token on the referenced card at the location indicated, and an identical Reference Token on the card with the Action. This will remind you that a new action is available. You can now take the indirect action indicated. Example: card 100 gives access to a new action "Search" on card 107. If the Character wishes to do this action, he must be on the indicated location and move an Action Token to an Action slot with the icon 🖐️. You can then apply the corresponding effects (here, gain 3 components and flip this card).



It may happen that an action indicates several icons (use several Reference tokens). This is a Combined action. In this case, several characters must be in the indicated locations and perform their actions at the same time (they must move their Action Tokens together) to apply the effect.

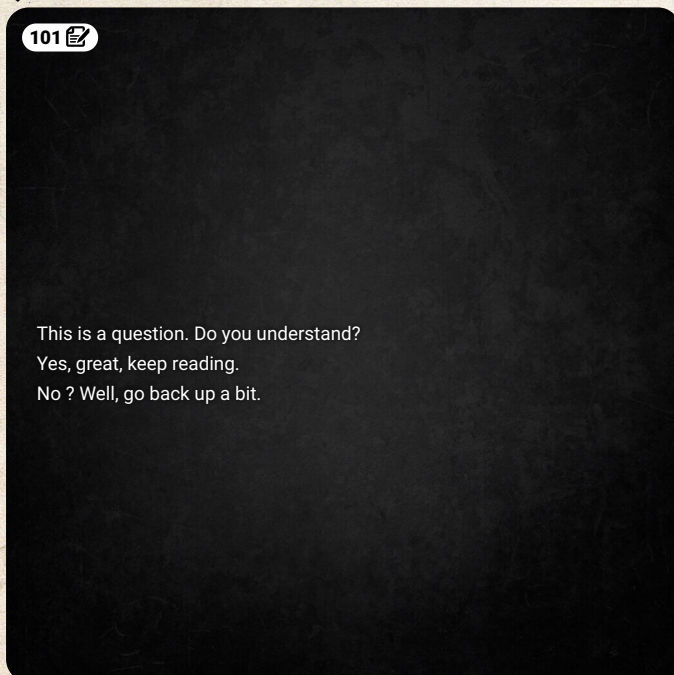


Non-Player Character (NPC) section



This describes a Non-Player Character (NPC). Its Artificial Intelligence (AI) is activated when the Time Marker moves over it. You can find more details about NPCs in the NPC section.

Question section



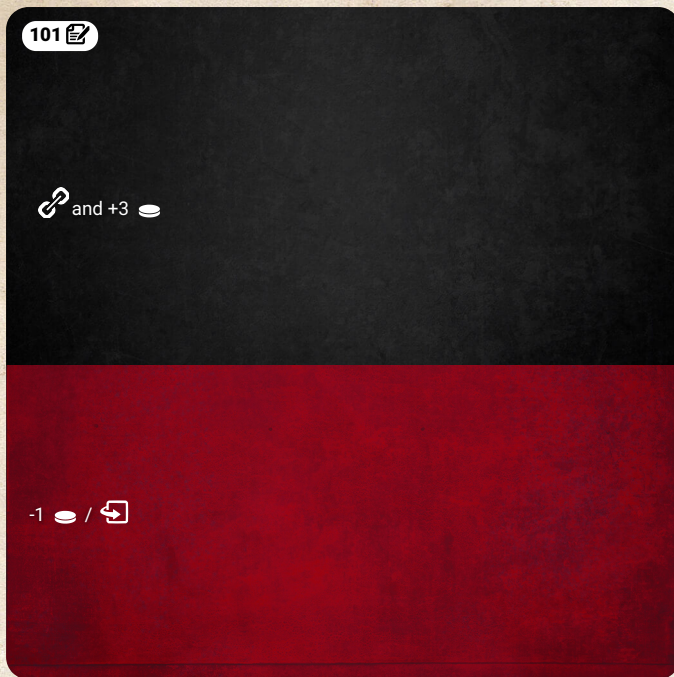
Sometimes you will have to make choices or apply one effect rather than another depending on the situation. A question may be asked and you must apply the effect according to your answer. The players can work together to answer. The player who reads the card has the final say.

Timeline section




This section can be read but should not be applied. It is only applied when it is in the Timeline and the Time marker moves over it. For more details, see the chapter on the Timeline.

VI.3 - MANIPULATING MARKER TOKENS



When a card tells you ("+3" token), you must add the number of Marker tokens indicated (in this case 3) on the card. Other effects will manipulate these tokens.

Deleting markers

When a card tells you -1 / , you must remove the indicated number of Marker tokens (here 1) from that card. When you remove the last token (and not every time you remove a token!), apply the effect after "/". In the example, you will anchor this card in the Timeline and add 3 tokens on it (Instruction section). Then each time the Time marker moves on this card, you will remove a token from the card. When you remove the last token (i.e., when the Time Marker passes over the card for the third time), you can flip the card.


Adding markers

VII - INTERACTING WITH THE FIELD

In this chapter you will find all the rules related to the field.

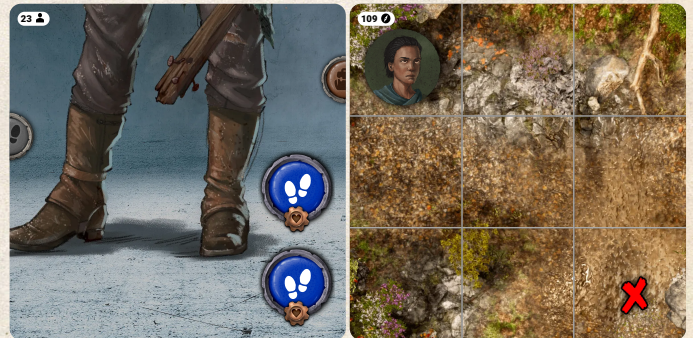
VII.1 - ACTION: MOVE AROUND THE FIELD

Basic move

To move a character's miniature, move an Action Token to an Action slot on your character sheet containing the icon "move" . You can now move your figure 3 squares (also called 3 movement points).

- The moves are orthogonal (no diagonal moves)
- You can move through allied or neutral characters
- You cannot stop on a square already occupied by another character
- You cannot move through hostile characters (see "Non-Player Characters")

Dans l'exemple ci-contre, Brick ne peut donc pas atteindre la case rouge avec 3 points de mouvement. Il peut atteindre toutes les autres cases.



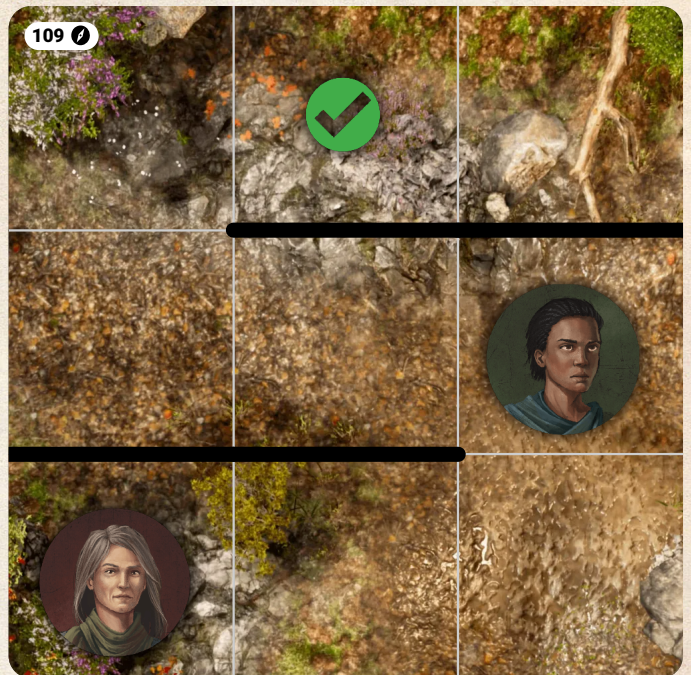
Additional move

You can perform mini moves by moving your Action Tokens to the center of your character's "Foot" card. This action allows you to move 1 square for each Action Token placed in this way.



By spending 2 or more Action Tokens in this way (e.g. when you are totally wounded), you can "sprint" 2 or more spaces (see below).

Sprint

You can spend several Action Tokens on movement slots or on your "Foot" card in order to accumulate all movement points and perform an atomic movement action. This allows you, for example, to cross a miniature where you should have stopped. In the example on the left, Maeve (bottom left) wants to move to the point indicated by the green tick. If she does her move actions separately, she is forced to stop before the friendly character on her path, and moves only 2 squares instead of 3. Then another move action of 3 squares and a last move action of 1 square by moving her last Action Token on the Foot card. She therefore does not reach the desired square. On the other hand, if she decides to Sprint, she moves her three Action Tokens, accumulates her movement points ($3 + 3 + 1 = 7$) and then moves all at once without stopping.





Exploring

Exploring consists in moving outside a Field card to explore the rest of the field. This is only possible if an icon  is present on the map. In this case, you can move out through any square in the direction of the Explorer icon that is not blocked by a wall or a window (you must have at least one movement point left to move out of the field). When your miniature is out of the field, take the corresponding card. Place this card to continue the current board by matching the design and numbers. Field cards are always placed edge to edge, so there is no need to match the numbers face to face. Then place your miniature on this new field and continue your movement. In the example, I can explore towards the East because the icon  is present. I can do this exploration from 2 of the 3 squares to the East of the map (green tick). Indeed the top square is blocked by a wall in the East.





Move to another area

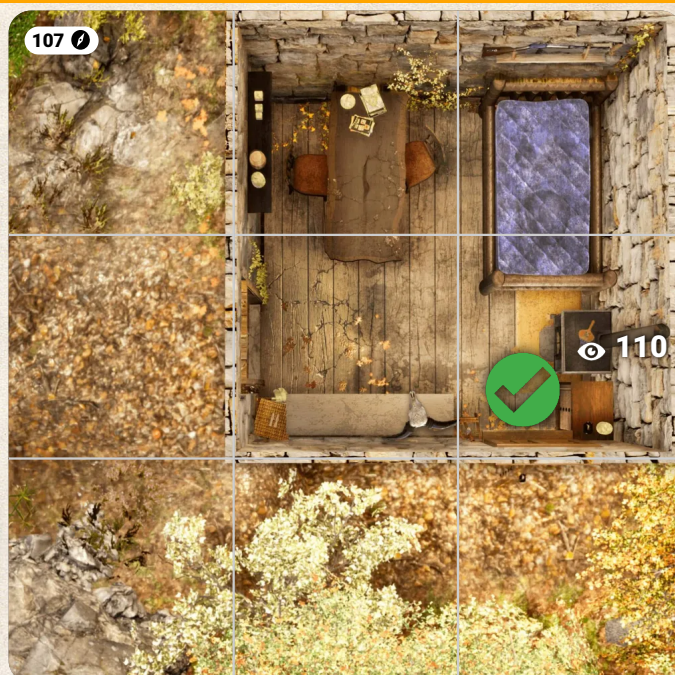
When you encounter the icon  and wish to continue your movement, spend one movement point to take the corresponding card. Place the card next to the other field cards, but without them touching. You now have another area to explore. Move your miniature to the new area (to the square with the same icon  and pointing to the card you came from). Moving from one area to another counts as one movement point. Discovering a new area does not interrupt your movement. When terrains are separated in this way, they cut the line of sight but still allow you to perform adjacent actions such as contact attack, healing, item trading, etc. (the 2 squares connecting the terrains are considered adjacent).






VII.2 - ACTION : LOOK

When you want to perform a "Look" action :

- You must be on the square containing the action
- Move an Action Token to an Action slot containing 
- Take the corresponding card





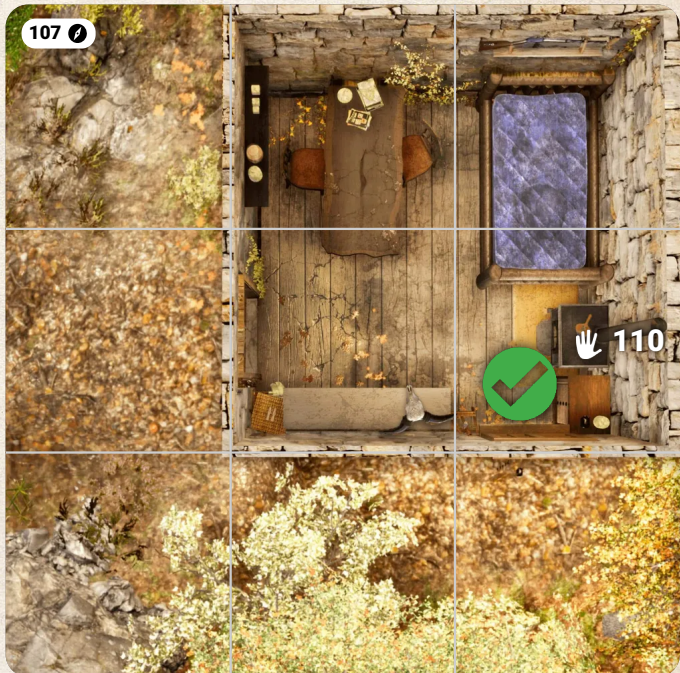
VII.3 - ACTION : DISCUSS

The Discuss action  is solved like a "Look" action but must be done on a square adjacent to the action because generally this action will make an NPC arrive on the location of the "Discuss" action. To perform this action, you must use a slot with the icon "discuss". The windows (blue lines) do not block the line of sight. If an NPC is revealed as a result of the action, its standee is placed on the square with the icon . In the example, the action  can be performed from all the indicated squares.



VII.4 - ACTION : INTERACT

Some field cards have interact icons . Make an "interact" action (by moving an action token to a  slot as usual) when your miniature is on a square with this icon to be able to resolve the action and take the corresponding card.



VII.5 - IMMEDIATE EVENT

When one of your characters moves to a square containing the icon ⚡, immediately apply the indicated effect (take a card or flip the card). If the field card must be flipped, return all tokens and figures to the same locations. Look carefully, there may be new actions available or new material to be placed. This does not interrupt your move.





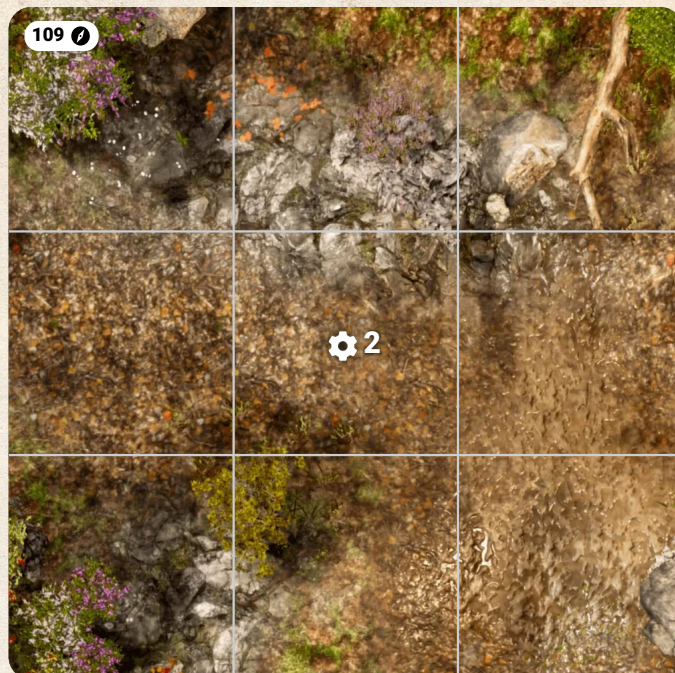
VII.6 - AUTOMATIC LOADING

The icon ⚠ indicates that you must reveal the indicated card immediately when you place this field on the table.



VII.7 - MATERIALS

The icon  indicates that you must place X cubes (in the example 2) Materials on this square. These materials can be picked up by a character if he is on the square and performs an action . He can then pick up all or part of the materials and place them on his character sheet. The materials will be used to create, repair or improve items. They are also the game's currency. They can be useful when trading with other characters.



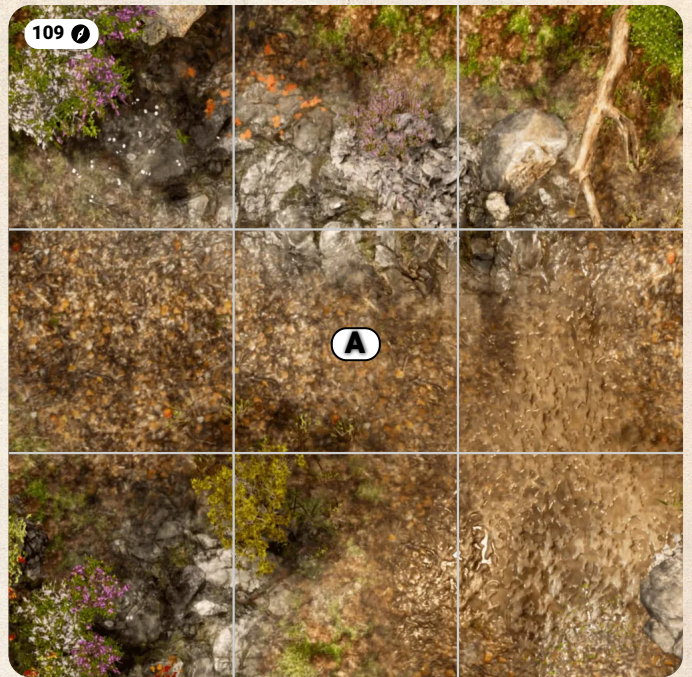
VII.8 - FIELD REPLACEMENT

If the field card has a number like "143 > 134", it means that it should replace the field card 134. Look for the corresponding Field card on the table and cover it with this new card. Replace the tokens and figures in the same locations.



VII.9 - MARKERS

Some cards will refer to markers (e.g., (A)). Ignore these markers until a card explains them to you.



VII.10 - FIELD EFFECTS

Walls (black lines)



The walls cannot be crossed. They also block the line of sight.

Windows (blue lines)



Windows cannot be crossed but do not block line of sight. Close-range attacks can work through windows too.

Doors (green lines)



The doors can be passed through and do not block the line of sight.

Obstacles (orange lines)



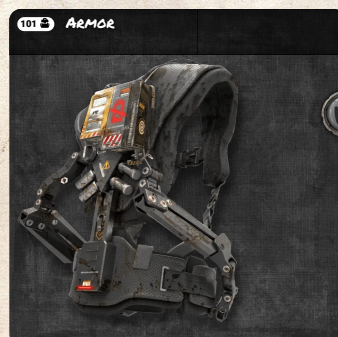
Obstacles can be crossed but crossing an Obstacle line costs 2 movement points. They do not block the line of sight. So in the example above, it will take 5 movement points to go from A to B.

Hazardous areas (Red lines)







Dangerous area can be crossed, but crossing a Dangerous area line causes 1 damage (ignoring defense) to the character who crosses it (NPCs too).

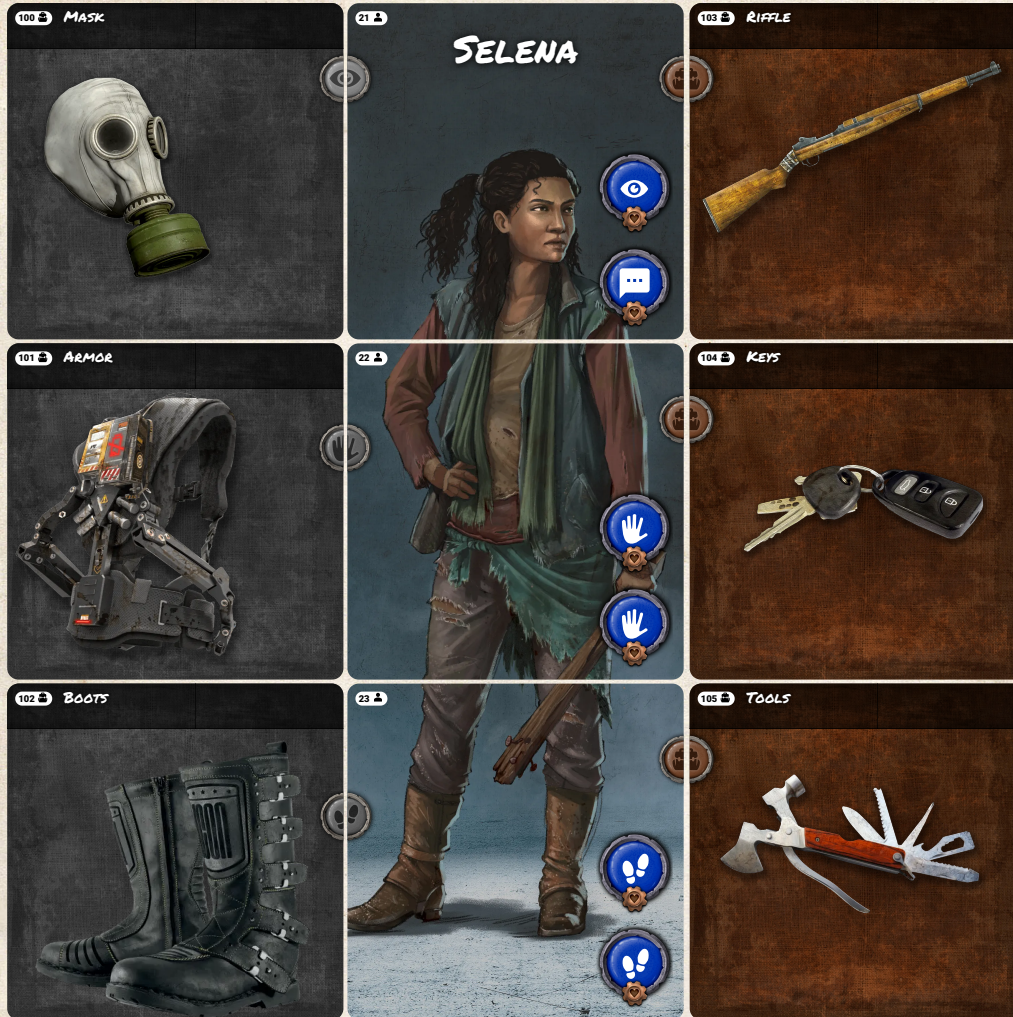
VIII - THE EQUIPMENT



Item cards represent items that characters can keep in their equipment. Depending on the case, the item may or may not be recovered immediately:

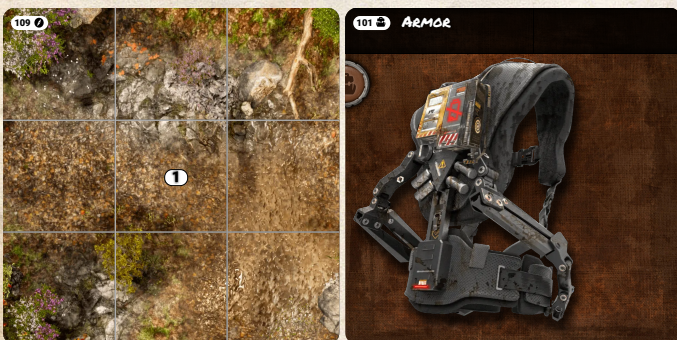
VIII.1 - PICK UP AN ITEM

When a character performs an action (looking, interacting, etc.) that allows him to take an Item card, he may keep that item and place it in his Character Sheet. If he doesn't have the space, he must decide to drop it or drop an item from his inventory to free up space (see below). The items with a brown background must be placed on one of the 3 available slots on the right of the character cards so that the anchors match and the icon  appears. Items with a gray background (icon ,  or ) must be equipped on the left of the character cards and next to a card sharing the corresponding anchor (so only one item of each type can be equipped at a time). Example:



VIII.2 - LOOT

When an item is found when an enemy dies, the item falls to the ground where the enemy was. It can be picked up later. In this case, place the Item card near the field where it fell and place a reference token on the Item card and another identical one at the location where it fell.




VIII.3 - AUTOMATIC PICK UP

It may happen that an Item card is taken outside of a character's action (event in the Timeline for example), in which case the players decide which character to assign

the item to. This character may decide to drop an item from his inventory to make room.


VIII.4 - ACTION: PICK UP AN ITEM

- To pick up one (or more) items, you must be on the same square as reference tokens corresponding to items
- You perform an action 
- You pick up the item(s) you want and place them in your equipment (you can drop other items for free to make room)
- Delete the tokens references of the recovered items


VIII.5 - ACTION: DROP ITEMS



- A character can drop one (or more) items by taking an action (icon "interact")
- Place the dropped items cards on the side of the board with a reference token on each card.
- Place reference tokens with the same numbers on them at the location where the character took the action.
- The dropped items must not have been used (no Action Tokens on their Action Slots) but may be damaged (Damage Tokens), in which case keep the damage Tokens on the card

VIII.6 - ACTION: TRADING ITEMS

- To trade items, the players controlling these characters must agree.
- The characters must be on adjacent squares
- One of the 2 characters must do an action 
- Characters can freely trade as many items as they want (as well as materials). They can also make room in their equipment by dropping items during this action
- The exchanged items must not have been used (no action tokens on their action slots) but can be damaged (damage tokens), in this case also transfer the tokens during the exchange
- The trade does not have to be balanced: a character can receive nothing during the transaction

VIII.7 - ACTION : REPAIR AN ITEM

Some items have action slots with a "heart" icon . This means that they can receive damage tokens instead of a character card. If all the damage slots of the item are filled, the permanent effects of the item are cancelled. A character can repair one of his items by taking an action

 and spending 1  from his reserve. He can then remove a damage token from the item. The effects of the item are then available again. A character cannot repair another character's items.

VIII.8 - USE AN ITEM

Some items have new action slots. Move an Action Token to that slot to perform the corresponding action. In order to perform this action, the item must be in your inventory or you must be on the square where the item is located.




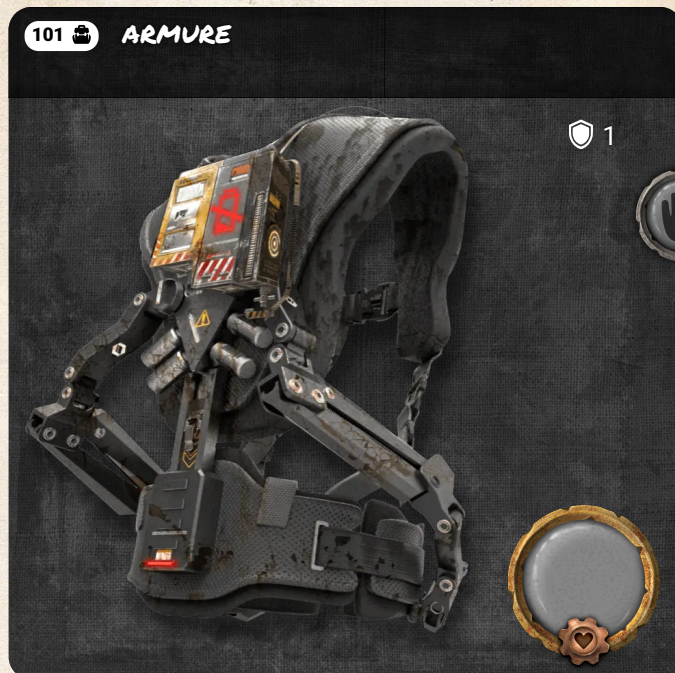
VIII.9 - PERMANENT EFFECTS

Some items have permanent effects that are active as long as you have it equipped and as long as it is not completely damaged (all its slots with 🪦 are not covered by damage). If the item does not have a damage slot, the item cannot be damaged.





VIII.10 - ARMOR AND DEFENSE

Some items, like this armor, grant +1 to the defense of the character wearing it. The defenses of all items are cumulative. The Action slot has an icon : it can therefore receive a damage token instead of a character card. If this armor were to suffer damage, the defense would no longer apply until it is repaired (at least one slot does not contain a damage token).





VIII.11 - ADDITIONAL ACTIONS

One of the slots of this armor allows to perform an additional action . The 2 Action slots have an icon : they can therefore receive damage tokens instead of a character card.



VIII.12 - DISCARDED ITEM

Some items must be discarded when used. The item shown here is a single-use grenade that allows you to make a single powerful attack. Indeed,  indicates that the item must be discarded when used. When this happens, the item returns back to the Creation deck (see Camp Phase). This item can then be created again between 2 scenarios by spending materials (in the example: 2 ). When discarding, move the Action Tokens of the discarded card to your character cards to indicate that they are not yet available.





IX - THE TIMELINE

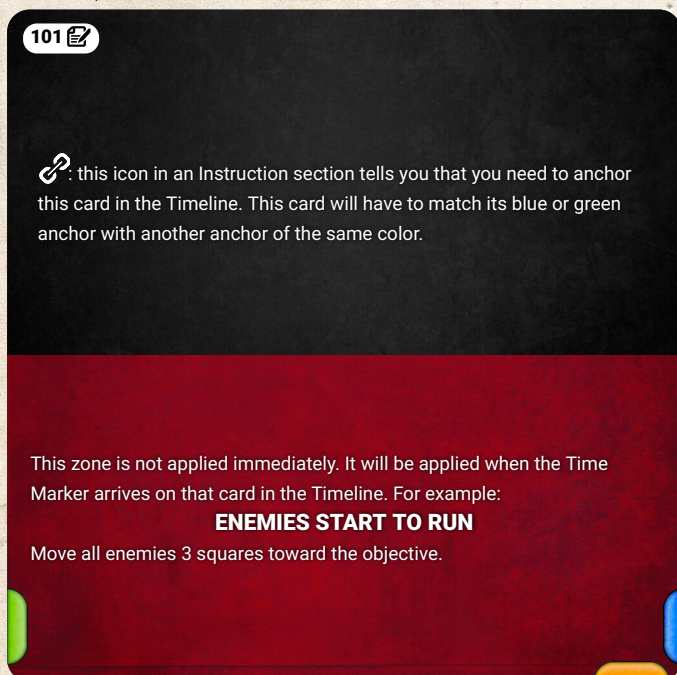
IX.1 - PRESENTATION

The timeline (at the top of the board and consisting only of the "Player" card at the beginning) indicates the different phases of the turn. When you start playing, you apply the effects indicated in the event box (red background) of the card below the time marker. Once the card has been resolved, you move the Time Marker to the



right onto the next card in the timeline. You then apply the effects of the event box on this new card. And so on. When there are no more cards to the right, you simply return to the beginning of the timeline (this is a loop) and continue this way until the end of the game.

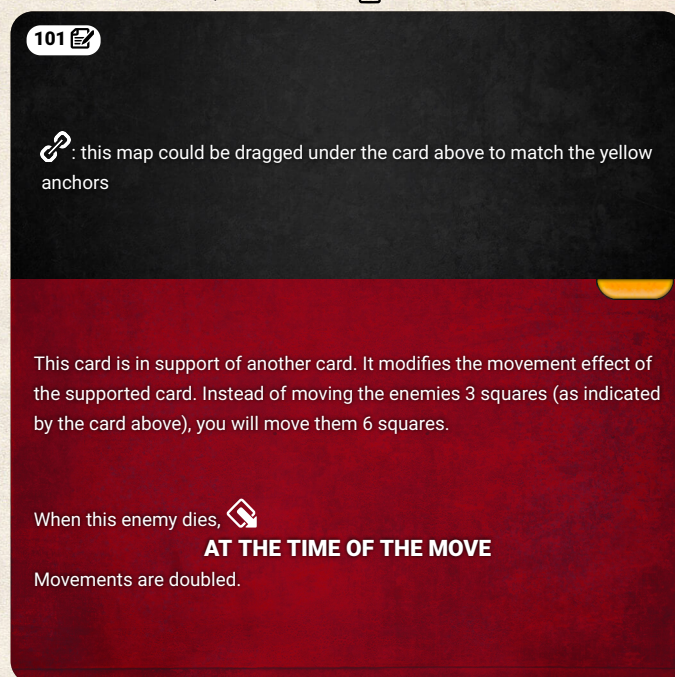
IX.2 - ANCHOR A CARD

If in an Instruction section the icon  is displayed, it means that you have to anchor this card in the Timeline. This card will then have an Event section (red) that can be read but whose effects will not be applied immediately. They will be triggered when the Time Marker from the Timeline arrives on that card. When you need to anchor a card in the Timeline, look for a card with an available anchor (small colored block) to match the card to be anchored, starting with the card marked with the Timeline Marker. The colors of the anchors must match. Remember that once you reach the end of the Timeline, you must return to the beginning of the Timeline to find a valid anchor. If you still can't find a valid anchor, you will probably be shown an alternative anchor effect such as: " (timeline) OR  " (anchor the card OR if you can't, discard the card).



A card that can match its anchors vertically is called a "Support Card". This card must slide under or over another card to match the anchor. These are usually rules modifiers for the supported card. When you activate a card that has supporting cards, check the set of supports to see how they modify the main card.

If a card with supporting cards is , read the effect of the supporting card to see what to do with it. If no specific effect is indicated, the card is  too.



IX.3 - TIMELINE

The Player Card is usually the first card you must resolve in the timeline when you start your game. Most of the time, it tells you to:




- Collect Action Tokens: take all the Action Tokens corresponding to your character and move them near your character sheet
- Perform Actions: You can now use these Action Tokens to perform actions.
- When you have finished using your Action Tokens (you may have some left over) and all players wish to finish, you can move to the next card in the timeline by moving the Time Marker to the right. You will then apply its red section.
- As long as it is not specified that a card must be discarded or burned, the card remains in the Timeline.
- If a card in the Timeline is flipped and the new side does not have a red box, that card is removed from the Timeline.
- When a card is removed from the Timeline, slide the next cards to the left to close the hole and place the


Time Marker between the two cards that filled the hole. The marker will then move to the next card when necessary.



X - NON-PLAYABLE CHARACTER (NPC)

X.1 - NON-PLAYER CHARACTER (NPC) CARD

1. A Non-Player Character is usually anchored  to the Timeline in an Instruction section. Once the card is anchored, look for the standee corresponding to this NPC and place it as shown (or on the  if this NPC appeared as a result of an  action).
2. In this example, the fox is placed on card 59 in the bottom left corner. If another character is on this square, he is moved in an empty space to make room. If other characters block, they are also moved. The players choose the squares where the characters are moved. Note that the "Dangerous" terrain effects apply during this move but the "Obstacles" effects are ignored.
3. This is the name of the NPC.
4. This indicates that the NPC is hostile (see below).
5. This is the life of the NPC. When you damage the NPC, add damage tokens to this card. If the total of tokens reaches or exceeds its life, that NPC dies.

6. This represents the NPC's defense (see Combat).
7. When the Time Marker arrives on this card, the actions in the red section are performed
8. If the NPC dies, then apply the death effect .



X.2 - NEUTRAL OR HOSTILE NPC



By default an NPC is considered neutral: you can walk through it (and it can walk through you). But if an NPC has a Hostile icon (or you have added a Hostile token to his card), your character and him cannot walk through each other anymore: you are enemies. If you attack a neutral NPC (regardless of whether it takes damage or not) or if an effect indicates that it is becoming hostile, place a "hostile" token on the card. It will then probably try to attack you. When you apply the NPC's actions, its actions can change depending on its state (hostile or neutral).

Regardless of an NPC's state (neutral or hostile), it can pass through other NPCs (unless it is specifically stated that an NPC is an enemy of another NPC).

X.3 - ARTIFICIAL INTELLIGENCE (AI)

When the Time Marker is on an NPC, you simply perform its Artificial Intelligence by following the instructions.

1. If more than one character is represented by the same NPC card, activate them one after the other (each one must perform all its actions before moving on to the next). Activate the character closest to the players first. In case of a tie, the players choose.
2. An NPC will usually move to the nearest target (unless otherwise specified) and will move the minimum amount of space to get all of its attacks within range of a target. The shortest path will

therefore always be favored. Then apply the following rules in case of a tie.

3. An NPC will always favor a path with the fewest effects (each "Dangerous" terrain line on a path counts as an effect. Each trap in a square counts as an effect).
4. The players choose which path the NPC takes if several paths of the same distance and with the same number of effects are possible.
5. Each time another ambiguous case occurs, the players decide.

X.4 - DEATH OF AN NPC OR REMOVING IT FROM THE TIMELINE

When an NPC has taken as much or more damage than his life (see combat), he dies. Then apply the effect indicated next to . In general, this effect removes the NPC from the Timeline.


Sometimes the NPC is removed from the Timeline by another effect. In this case, do not apply the effect .

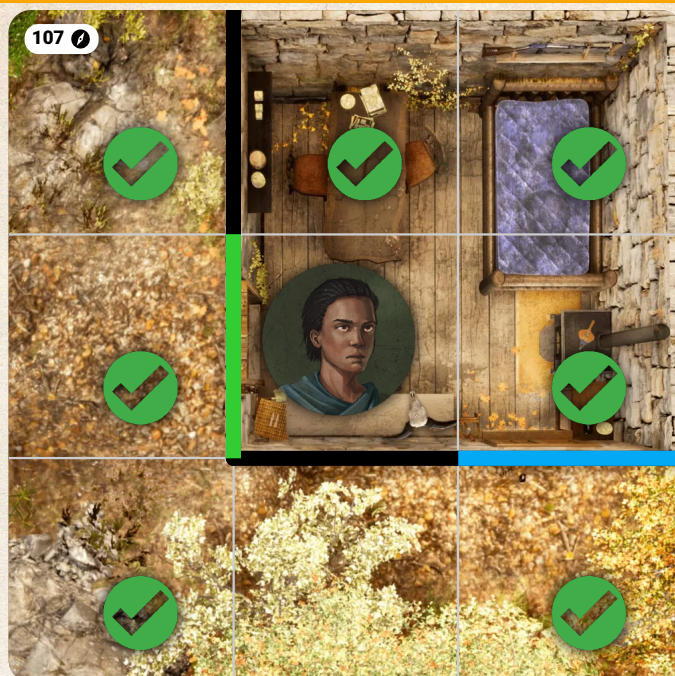
The moment an NPC is removed from the Timeline, also remove its base from the board.

XI - RANGE AND LINE OF SIGHT




Many of the effects in play refer to distance effects or adjacent squares.

XI.1 - ADJACENT SQUARE

Squares are adjacent as long as there is no wall between them. A normal square (without walls) therefore has 8 adjacent squares (diagonal squares are adjacents). Only walls block the line of sight. Thus two squares on either side of a window are adjacent. You can therefore attack through a window but also trade items. In the example, the boxes marked with a green tick are adjacent to Brick. In the case of separate areas but linked by the icon , only the 2 linked squares are considered as adjacent (and thus allow close range attacks, trade, etc.).




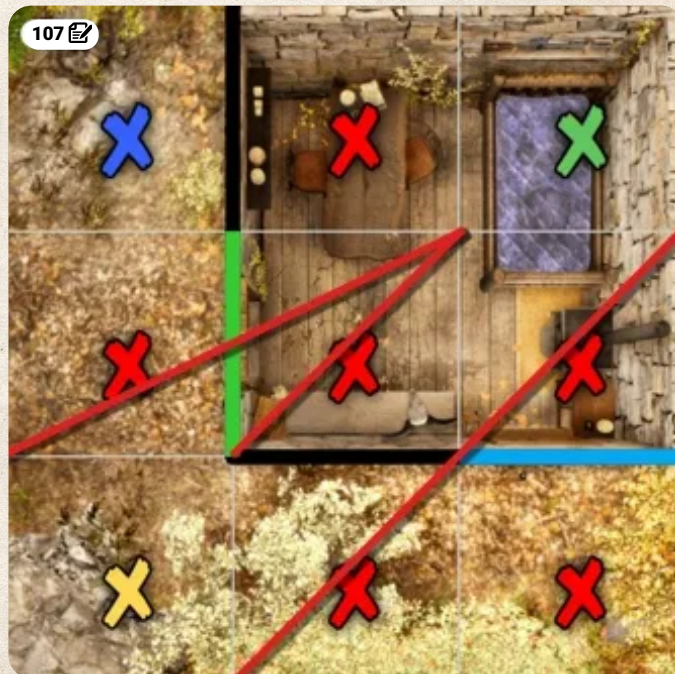
XI.2 - RANGE AND LINE OF SIGHT

The range is represented by the icon  followed by a number. A range of 1 ( 1) indicates any adjacent square (see above). A range greater than 1, e.g.  3, indicates a square located at most 3 squares away, counted orthogonally (as for moves). Some explosive attacks have an explosion radius with a range. In this case, each square that respects the range rules and the range of the explosion causes damage.

Beyond the calculation of the range, the targeted square must be in the line of sight, i.e. it is possible to draw a straight line from a corner of the original square to a corner of the targeted square which respects the following rules

- the line is not interrupted by a wall.
- the line cannot be drawn on the grid (no horizontal or vertical line).
- the path drawn by the line is valid if a move from adjacent square to adjacent square can be made from the original square to the target square by following the line.

Seuls les murs bloquent la ligne de vue. Il est donc possible de tirer à travers d'autres personnages (neutres ou hostiles), des obstacles ou des fenêtres. Sur l'exemple ci-contre, une attaque  3 peut viser toutes les cases avec une croix rouge. La croix bleue n'est pas en ligne de vue (impossible de tracer une ligne qui respecte les règles). La croix jaune est trop loin (à 4 cases de portée).



XII - FIGHTING

Sometimes things go wrong and you will get into fights.

XII.1 - BASIC ATTACK

NPCs or player-controlled characters attack in the same way.

1. If the character is controlled by a player, move an Action Token to an action triggering an attack:
➡ 2 ✨ 3. This tells you the basic damage of the attack (✨ 3) and the range of the attack (➡ 2). In addition, if an attack targets multiple enemies, repeat the following steps for each enemy.
2. Make sure the target is in range and in line of sight of the attack.

3. Draw a card from the Karma deck (if there are no cards left, take the cards from the discard pile and shuffle them to form a new deck).
4. Add the value of the Karma card to the base damage of the attack.
5. Subtract the target's defense.
6. The final result is the amount of damage the target takes (in the case of an NPC, add the damage to their card, in the case of a player, distribute the damage to their character sheet).
7. Discard the Karma card next to the Karma deck.

XII.2 - COMBINED ATTACKS

It is possible to combine the attacks of several characters for more power. In this case:

1. All characters wishing to participate in the combined attack spend one Action Token on an attack action
2. The range and line of sight of each attack are checked
3. The damage of all valid attacks are added together

4. A single Karma card is then drawn and added to the damage
5. The target's defense is subtracted from the total
6. The damage is applied

Le gros avantage des attaques combinées est donc de pouvoir passer la défense des ennemis plus facilement. Attention cependant, si la carte Karma indique que l'attaque est un échec, c'est l'ensemble des attaques combinées qui auront raté. C'est le risque !

XII.3 - ACTION: KICK AND PUNCH

By moving an Action Token to an action slot 🦶, you give a kick. This attack, always available (as long as you have an Action Token and a 🦶 slot available) does ➡ 1 ✨ 1 (1

damage, on an adjacent square). Similarly, you can throw a punch by moving an Action Token to an 👊 slot.

XIII - THE CAMP PHASE

The camp phase takes place between 2 scenarios. It allows you to improve your equipment, redistribute it or create new items. During this phase, you will create/manipulate the following decks:

- Creation Deck: deck containing all the items you could create. Once an item is created, it will join your Inventory deck and you can use it for a future scenario.
- Inventory Deck: This deck contains all the items you have found during your adventure.

XIII.1 - FAILING A SCENARIO

If you fail a scenario, reset the scenario (return all cards, including acquired items from the scenario, to the corresponding Adventure deck) and start over. All

materials currently worn by your characters are lost (not the ones you kept in the inventory).

XIII.2 - SUCCESSFULLY COMPLETE A SCENARIO

Once a scenario is completed, you must move on to the camp phase. Apply the following steps:

1. **Healing:** remove all damage tokens from your characters and flip the Character cards to their healthy side.
2. **Loss of dropped and unrecovered items:** all items lying on the ground are lost. Move the item cards to the Creation deck if they have a Crafting cost (otherwise they are stored in the Adventure deck).
3. **Retrieve unfound items:** Go through all the cards in the scenario you just completed and retrieve the Item cards that have a crafting cost (and only those). Place these cards in the Creation deck.
4. **Recycle items:** all camp effects (▲) marked "required" must be resolved (in the example, you gain a material but you must also put the mask in the Adventure deck, it will not be used anymore).
5. **Expanding the Inventory:** all remaining items are pooled in the Inventory deck.
6. **Pooling Materials:** All materials are pooled.

7. **Quest Recovery:** If you have found any quest cards (icon "quest"), keep them from scenario to scenario until they are resolved.
8. **Camp actions:** you can now perform actions ▲ freely while respecting the material costs (see below).



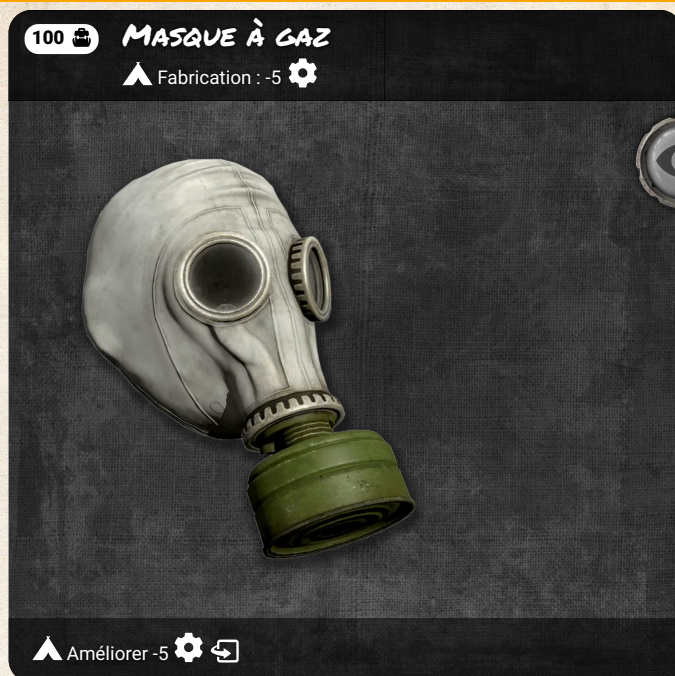
XIII.3 - ACTION: CRAFTING ITEMS

You can craft an item from the Creation deck by spending materials. Once the material is spent, the card is transferred to the Inventory deck (you can then upgrade it or equip it for the next scenario). For example, the gas mask can be crafted for 5 .



XIII.4 - ACTION: UPGRADE ITEMS

You can upgrade an item in the Inventory deck by spending materials. Once you have spent the materials, apply the effect. Usually you will be asked to flip the card. It is therefore important to store your Inventory deck well: an item card is flipped if it has been upgraded. This state must persist from scenario to scenario. The visible side of the item in the Inventory deck is therefore important.



XIII.5 - GETTING READY FOR THE NEXT CHAPTER

You are now ready to play the next chapter. Distribute the items from the Inventory deck to your characters. There may be items left in the Inventory deck (you can equip them in the next camp phase). Remember to keep some space on your characters or you will have trouble picking up new items! Distribute the remaining materials on your

characters (you can keep some in your inventory, you will keep them for the next camp phase). Be careful, if you lose a scenario, all the materials carried by your characters are lost. Start setting up the next scenario by including any Quest cards.

XIII.6 - SAVING

Right after you finish a camp phase, it might be a good time to take a break and save the status of your campaign.

Place the "Inventory deck" card on top of your Inventory deck and place this deck in the Base deck box.

Place the Creation deck card at the top of your Creation deck and place this deck in the Base deck box.

Place all current Quest cards in the Base deck box.

Place the reference cards, character cards and Karma deck (including those accumulated during the scenario) back into the Base deck box.

Put the accumulated materials back into the Base deck box.

You'll just have to take everything out for the next scenario.

XIV - SUMMARY OF THE RULES

XIV.1 - SEQUENCE OF EVENTS

1. Choose a chapter and set it up
2. Start the game by applying the effects of the Player card in the Timeline
3. Move the Time Marker to the Timeline and apply the effects of the cards one after the other
4. Loop on the Timeline until the scenario succeeds or fails
5. Conduct the Camp Phase (if the scenario is a success)

XIV.2 - ACTIONS

- 👁 Look: perform an action 👁 on the board
- 💬 Discuss: discuss with a character (on an adjacent square)

- Heal: -1 on yourself or an adjacent target
- Repair an item: -1 on one of his items and -1
- Pick up / drop items / materials
- Trade items/materials
- Interact: perform an action on the board
- Punch: 1 1
- Move : 3 orthogonal squares
- Move (additional square): Action Token in the center of the "Foot" card: +1 square
- Sprint: accumulate all the moves before making them
- Give a kick: 1 1

XIV.3 - ICONS

- **100**: take the card 100
- : flip this card
- : put this card in the box
- ((burn_token)): remove the token
- : discard this card into the discard pile of his deck
- 2 : gain 2 materials (or, if Field card, add them to the field)
- +2 : add 2 Marker tokens to this card
- -1 / : remove 1 Marker token from this card. If it is the last token, flip the card
- : move
- : interact
- : look at
- 2 3: attack 3 at range 2
- 3 : 3 damage
- : anchor the map in the timeline