

TERRORSCAPE

RULEBOOK



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PROLOGUE

Terror strikes the Polar Station as secret experiments and unspeakable discoveries have gone horribly wrong. Now a murderous being threatens the fates of all the survivors. **Terrorscape 2** is an immersive one-vs-many horror game for 2-5 players. One player becomes the relentless Killer. The others play as Survivors—hiding, scavenging, and plotting their escape... or making a desperate last stand. The Killer stalks alone, listening, deducing and hunting them down. Either way, Terrorscape 2 is not for the faint of heart. Prepare to pit your wits against each other in a world of relentless thrills and chills.

To our veteran Survivors and Killers of Season 1,

Welcome to Season 2 of Terrorscape! New features of Terrorscape 2 are marked with  to help you dive right into the action. *To our Survivors, good luck. And to our Killers, happy hunting.*

COMPONENTS



1 assembled screen with inserted dice tower (Refer to P.37 for Assembly Guide)



1 Killer's game board with map



1 Survivors' game board with map



5 Survivor miniatures & their corresponding colored rings



2 sets of 3 Killer miniatures



2 player aids



14 block tokens



4 combat dice



12 noise tokens



2 stealth tokens

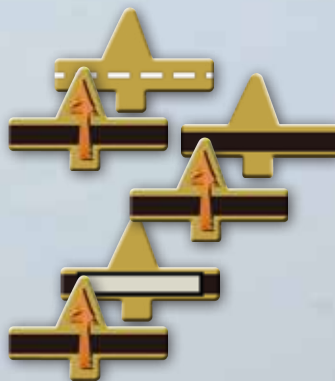


2 firecracker tokens



6 fear tokens

Terrorscape 1 & 2 Compatibility Tokens (Refer to P.33)



12 connection module tokens (includes 3 types of elevated levels tokens)



6 key module tokens



2 weapon module tokens



2 medical module tokens



2 vehicle repair module tokens



2 radio repair module tokens

Survivor Components



5 Survivor boards



3 Survivor inventory boards



5 Survivor health status tiles



Discover deck:
32 item cards



Key search deck:
11 item cards



Medical search deck:
10 item cards



Weapon
search deck:
10 item cards



Character
Item cards:
2 item cards



1 fuel token



2 rope tokens



1 alarm token



1 cat miniature



5 radio repair tokens &
6 vehicle repair tokens



1 rescue token



3 Bandage Tokens
(for Evelyn only)



4 Energy tokens
(for Victoria only)



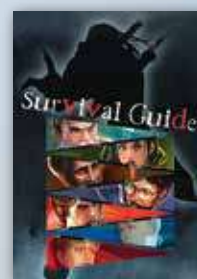
1 Final Showdown Device



24 Analysis cards



1 Survivor Booklet



1 Survival Guide

Killer Components



3 Killer boards



39 Killer skill cards



5 Survivor information cards



11 Killer assistance tokens



1 Killer Level Board



1 level tracker



1 vehicle progress guess token



1 Orion delay token



6 Eyebot delay tokens



10 Droid tokens



1 Parasitoid The Flesh token



5 Parasitoid Infection tiles



1 radio progress guess token



1 strength marker



2 Parasitoid Testing station 3D tokens



1 Killer Booklet

COMPONENTS FOR VARIANTS



1 separate ways stand



20 Survivor trait cards & 20 Killer trait cards

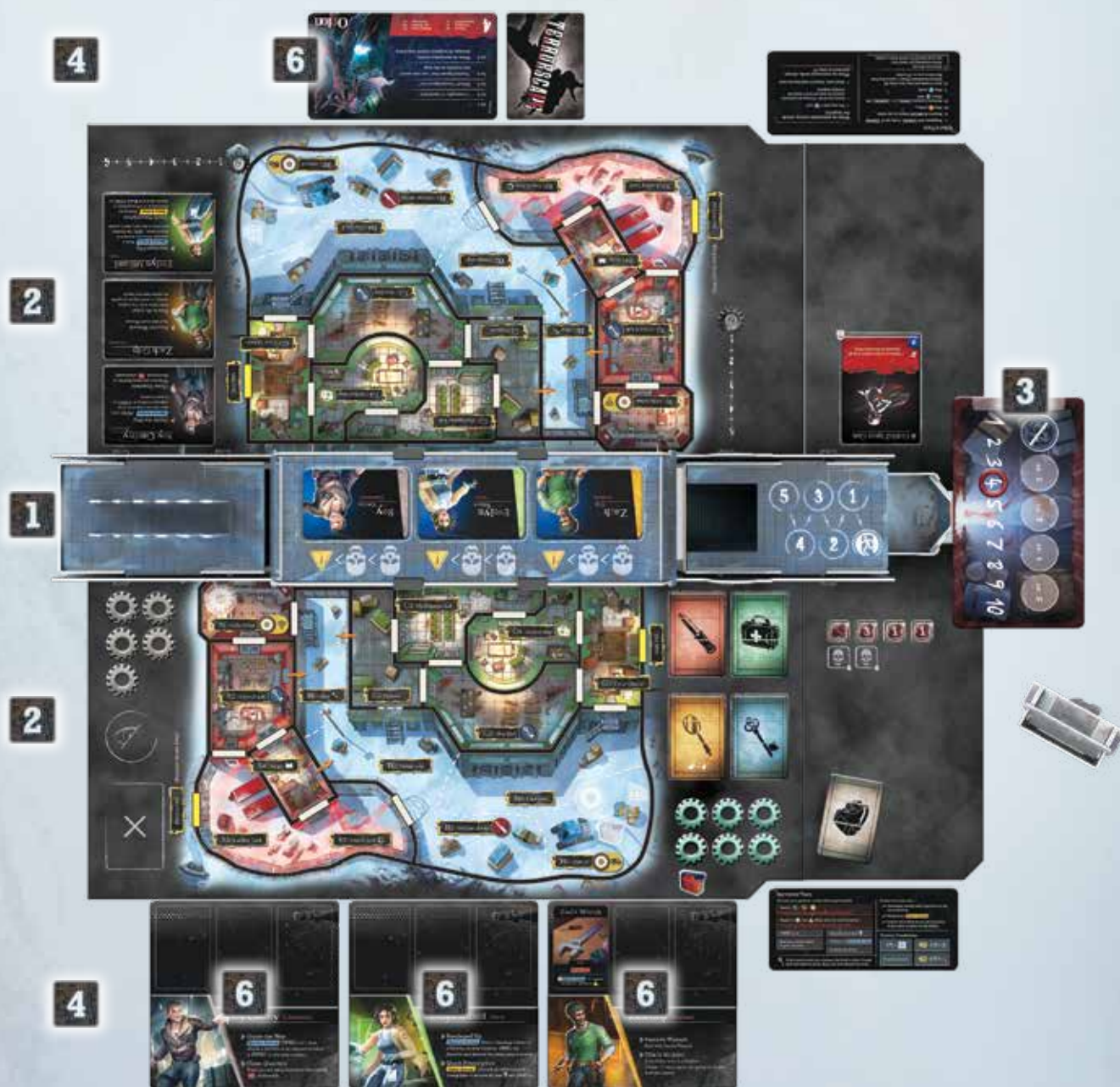


1 Double Trouble token



1 Separate Ways token

SETUP



General

- 1** Assemble the screen with the dice tower (See Assembly Guide P. 37).
- 2** Connect the Killer's game board and the Survivor's game board to opposing sides of the screen.
- 3** Place the Killer's level board on the designated position.
- 4** Choose one player to be the Killer. This player sits on the Killer's side of the screen. All remaining players are Survivors. These players sit together on the Survivor's side of the screen.
- 5** Each team takes their tray, which contains all their components (Killer or Survivors).
- 6** Each team selects their respective characters: The Killer selects a Killer and the Survivor team selects 3 Survivors (No matter how many Survivor players there are, there must be 3 Survivor characters in a game). After all characters are selected, all players must announce their selections.

The Survivors



- A** Place the repair tokens on the circle slots.
To repair the radio: 5 .
To repair a vehicle: 6 .
- B** Place the 4 combat dice on the 4 square slots beside the dice tower.
- C** Shuffle the discover deck, medical search deck, weapon search deck, and key search deck separately. Always place the key card with the distinct card back to the bottom of the key search deck. Then place the 4 decks on the designated spaces.



- D** Place the Survivors' miniatures on the Main Exit location (On the Polar Station map, it is G5 Crew Quarter). Place the Survivors' miniatures in the corresponding colored rings.
- E** Place the corresponding Killer's miniature on the Hidden Exit location (On the Polar Station map, it is R3 Loading Dock).
- F** Take the corresponding Survivor board and an item inventory board for each Survivor. Place them in front of the player(s). Give each Survivor any item(s) they start with if any. Finally, make sure the health status tiles match the positions of the Survivor boards so that the Killer knows who is playing which character.
- G** Reset the Device. Shuffle the 24 analysis cards. Randomly draw 1 card and insert it into the Device **without looking at the information on the card**, then return the remaining cards into the box. Place the Device as shown in the example. Refer to P. 16 Action 7

The Killer



- A** Place the selected Survivors' health status tiles on the screen.
- B** Place the selected Survivors' information cards beside the map. They provide information about the Survivors' abilities.
- C** Take the Killer board and the selected Killer's skill card deck. Place the skill card(s) with the lock icon on its top-left corner at the designated slot. For example, the "Guided Spear-Gun" card if Orion is the selected Killer.

- D** Shuffle the deck and place the deck face-down to the left of the Killer board. Draw 2 cards as your starting hand.
- E** Set the level tracker to "Lvl1". Set the strength tracker according to your Killer's starting strength (The number at the bottom-left corner of the Killer board).
- F** Place a Killer's miniature in the Hidden Exit location (On the Polar Station map, it is R3 Loading Dock).
- G** Place the vehicle and radio progress guess tokens on "0" on the respective tracks. During the game, you may use them to mark your guess about the repair progress done by the Survivors.
- H** Place the corresponding Killer assistance tokens in the Main Exit location (On the Polar Station map, it is G5 Crew Quarter). During the game, you may use them to mark your guess about the Survivors' location.

GAME OVERVIEW

Terrorscape is a team-based game. You will play as either the Survivors or the Killer. The objectives, setup, and rules of the two parties are different.

The Survivors

As a Survivor, you are unlikely to survive a head-on fight, your advantage is that the killer does not know where you are. So staying hidden and exploring your map is the key to your survival.

The Survivors can win in the following ways:



- ◇ Find the 5 keys in order to escape from the main exit. See P. 13-14 for details.



- ◇ Repair the radio to make an emergency call, and wait for the arrival of rescue. See P. 15 for details.



- ◇ Find out the Killer's weakness. Strike back and kill the Killer! See P. 17-19 for details.



- ◇ Repair and refuel the vehicle, and escape on it. See P. 15 for details.

The Killer

As the Killer, you act alone. Use your skills and strength to hunt down your prey- the Survivors. Despite your merciless power, you have no information as to the whereabouts of the Survivors. To locate them, use your skills and listen out for Survivors when they make noise. Once the Survivors are located, all that's left to do is to decide how to eliminate them.

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



MAP ELEMENTS

Zones on the map



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

Locations on the map



A location is identified by its code (e.g. G4) and name (e.g. Medical Bay). There is no limitation on how many characters can be in a single location.

Identifying Locations



Adjacent locations

Adjacent locations are directly connected via connecting points. This is either a door (shown as a white rectangle), a dotted line, or as a one-way route (shown as an orange arrow).

Ability-related Locations

The following locations are necessary for certain abilities. (E.g. Victoria can only build her device at the Knowledge location)

 Knowledge location

 Mystic location

 Tool location



Search Locations - where the Survivors can search items:

-  Key search location
-  Medical search location
-  Weapon search location

Repair Locations - where the Survivors can repair

-  Radio repair location
-  Vehicle repair location

Secret Passages

Survivors and some Killers can travel through Secret Passages using the "Flashlight" item, or by using an ability. Using the secret passage, the Survivors or Killer can travel from a location to another location with the same matching Secret Passage Icon. (E.g. Crew Quarter to Research Lab)



KEY CONCEPTS AND KEY WORDS

» The Killer's Level and Strength

On the Killer board, the level description shows the abilities that will be unlocked during the game. The Killer's Strength shows how difficult the Killer is to repel. The maximum Killer's strength is 10. The Killer's level and strength are open information and should always be updated on the Killer's level board.



» Injuries and eliminations

When a Survivor is injured, flip their health status tile to the injured side. Each Survivor normally has 2 health points. If they are injured again while in the Injured status, they are eliminated, and the Killer wins the game.



Injured



Injured



**The Survivor is eliminated.
The Killer wins.**

» Noise

When a Survivor uses a item or skill that makes noise 🚩, they place a noise token in the specified location. Survivors can also make noise accidentally while searching for certain items or discovering. See P. 13-14 for details.

- The Survivor team has to inform the Killer about all the locations that have a noise token at the end of their turn.
- Noise tokens are limited to 1 token per location. If more than one noise is made at the same location in a turn, the later noise is ignored.



For example, when using the item card "Whiskey Bottle", the Survivor can now place a noise token in an adjacent location.

» Checking your discard pile

Both Killers and Survivors can check their discard pile at any time through-out the game.

» Flow of the game

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

Key Words

[MOVE] x N Move from your current location to an adjacent location. You may do this N times back and forth. Survivors **[MOVE]** secretly, while Killers have to announce each of their **[MOVE]** to the Survivors.

- If there's a block token blocking the way, as a Survivor, you cannot move through it.
- As a Killer, you can move through it, but doing so removes the block token.
- The Killer does not block the Survivors' movement. Survivors can move from or to the Killer's current location.
- One-way routes, shown as orange arrows, affect the **[MOVE]**. Please read Elevated Levels in below.

N Range Some skills have a range. It means the current location of the Survivor/Killer and all locations within the distance of N connecting points. For example, Eyebot is at the platform and uses the card Deployment to place a droid in a location within 1 range.

Eyebot can therefore choose from 5 options to place the droid: Platform, Alley, Passageway, Mess Hall, and Hydroponics Lab.

- All tokens, including block tokens, would not affect the distance calculation.



Elevated levels Maps in Terrorscape 2 feature level differences. Some areas are elevated, causing some of the connecting points to be one-way. This is indicated by an orange arrow. Survivors and Killers move according to the direction of the arrow. Survivors CANNOT move in the other way round. Killers are allowed to move in the other way round, but they are required to discard a card from their hand when they do so. For example, Orion plays "Pursue" from hand to **[MOVE] x1**. He moves from the Alley to the Research Lab, which is in the opposite direction according to the arrow. As he moves, he discards another card. If a Survivor possesses a "Rope" item card, they can perform an extra action (and discard the card) to place a rope token on an arrow in their current location. Later on, all Survivors can freely move across it in any direction. Survivors don't have to inform the Killer when they place or move across a rope token.

Keywords for Survivors

[HEAL] Pick a target Survivor (who can be yourself). Flip their health status tile to the uninjured side. Unless otherwise stated, the target must be an injured Survivor in the same location as you.

Keywords for Killers

[SENSE] Ask if there are any Survivors in a zone/location/range, depending on the effect. The Survivors must be honest with you, telling you exactly who is in that zone/location/range. For example, the Killer uses a skill card to **[SENSE]** a color zone. Survivors MUST tell the killer who is in that color zone.

[SEARCH] Ask the Survivors if any of them are in the Killer's location. They must be honest with you. If yes, an encounter occurs, and the Killer will attack them. See P. 24 for details.

[FEAR] Place a Fear token onto the leftmost empty slot above the target Survivor's health status tile. If this is the Survivor's third fear token, fear has overwhelmed them! Instead of gaining the fear token, the Survivor makes noise at their location immediately. 2 fear tokens will stay AFTER the fear has overwhelmed them. Fear tokens reduce the number of combat dice rolled by Survivors. See P. 16 for details.

[BLOCK] x N Place 1 block token on a door (shown as a white rectangle between locations). You may do this N times. As the Killer, you must tell the Survivors which door(s) have been blocked with the block token. Any removal or relocation of a block token should be immediately announced, no matter if the Survivor or Killer does it.

E.g. The Killer announces, "I've block the door between the Research Lab and Storage." The Survivors have to place 1 block token on their Survivor game board to match the Killer's.

- If you run out of block tokens but you still want to **[BLOCK]**, remove 1 block token on the map to do so.
- A door can only have 1 block token placed on it. After it's removed, it can be **[BLOCK]** again.
- Block tokens only prevent Survivors' **[MOVE]**. The locations with a blocked connection are still adjacent to each other. For example, a Survivor can throw a Whiskey Bottle through a blocked door to an adjacent location.
- A Killer can **[MOVE]** through a block token, but doing so means the block token is removed. However if the Killer travels through block tokens while **[STEALTH]** or with any teleport skill, the block token does not have to be removed.



DELAY The effect following DELAY is executed in the next round. DELAY always comes with corresponding tokens. Place the token on the Killer's location or the specified location. The token reminds the player that in the next round, the DELAY ability will take effect. Refer to P. 21 for Step II of the Killer's Turn.

For example, Orion plays Recharge from their hand, placing the Recharge DELAY token on the current location of Orion. In the next round, between the reappear step and the fast skills step, the DELAY: [MOVE] x1 is executed, and Orion moves to an adjacent location.

Note:

- **DELAY** effects must occur! Players are not allowed to ignore the effects.
- If the Killer encounters Survivors in the reappear step, the Killer's turn ends after the encounter, without going through the **DELAY** ability step. In that case, **DELAY** tokens stay and are executed further later.

[STEALTH] x N Travel from your current location to an adjacent location, without telling the Survivors. They may do this N times. When the Killer **[STEALTH]**, the Survivors should place the stealth token on the Killer's last known location and place the Killer's miniature on the **STEALTH** slot. The Killer can place the stealth token beside their miniature to mark their stealth status. Some **[STEALTH]** effects specify the location, rather than the distance, the Killer can travel to. In that case, follow the specified rules.

Reappear

At the start of the Killer's turn, if you are in **[STEALTH]**, you **MUST** reappear. Announce your location, and perform a **[SEARCH]**. The Survivors remove the stealth token and place the Killer's miniature according to the announcement. See P. 20 for details.

Communication in game

The Killer should provide honest information to the Survivors (except **[STEALTH]** movement, number and details of the cards in hand, number of cards remaining in the drawing deck, and other abilities that told you to keep secret). The Killer should be aware of the following:

- During **[MOVE]**, the Killer must inform the Survivors of the path location-bylocation.
- The Killer should explain the effect of the skill cards to the Survivors when using them and make sure they understand what is happening. For your first game, it is recommended to show the card in use to the group.
- The Killer shall immediately inform the Survivors when making changes on the map, such as placing or removing a block token.

The Survivors are allowed to have open communications, whisperings, or gestures such as pointing to the map or cards. The Survivors are allowed to not answer all of the Killer's questions. However, Survivors must give the correct information to the Killer in the following cases:

- The Survivors must immediately inform the Killer when they remove a block token.
- At the end of the Survivor's turn, the Survivors must inform the Killer where the noise tokens (if any) are.
- And the Survivors should give honest responses to the Killer if the Killer's actions or abilities affect them, such as **[SEARCH]**, **[SENSE]**, direct damage in a certain range.

SURVIVORS' TURN

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

It mainly consists of 4 steps:

I. Remove noise tokens & check for victory

II. Action

In any order, each Survivor, **perform 1 action**. In addition, in any order, Survivors may also:

- » Perform Extra Actions
- » Exchange items
- » Initiate final showdown

III. Choose 1 Survivor to discover

Draw 2, pick 1 from the discover deck.

IV. Inform the noise locations to the Killer

I. Remove noise tokens & check for victory

- Remove all the noise tokens from the board. * Or, you may flip the noise tokens to the monochrome side to remind you of where **NOISE** was made in previous round.
- If there are 5 keys on the key stand, and all Survivors are in the Main Exit location, you win!
- If all 5 keys have been found and one Survivor has the Secret Map, all Survivors can escape in the Hidden Exit location. Note that all Survivors must be gathered at the same location to escape; they are not allowed to escape through the Main Exit and the Hidden Exit at the same time.
- If the rescue token is on the screen, move it one space to the right. You win if it reaches the last slot!



If the vehicle is **fully repaired** and **all Survivors are in the vehicle repair location**, you win!

II. Action

Perform the following **1 of the following 7 Actions**:

Action 1: [MOVE] x1-2.

Staying on the move is essential for Survivors. You may [MOVE] your Survivor miniature up to **2 steps**. See P. 11 for details about [MOVE].

For example, Evelyn [MOVE] from the Mess Hall to the Platform, and then [MOVE] to the Passageway.



Action 2: Search Items



You can search items only when you meet the following **two conditions**:

- » You are in the key / medical / weapon search location, **and**
- » The Killer is not in the same location



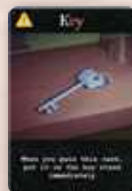
To do so, draw 1 item card from the corresponding search deck. You may gain or discard the drawn card. If you gain it, put it into your inventory.



Normally, a Survivor can carry up to 3 items in their inventory. If you ever exceed this limit, choose 3 items to keep and discard the rest.

A Key!

When you gain a Key, put it on the key stand immediately instead of putting it into your inventory. If there are already 5 keys on the stand, you may still gain a Key and put it on the stand sharing a space with another Key.



Discarding Items

When you discard an item card, put it face-up at the discard pile. You may check the discard pile at any time you want. You may discard item cards in your inventory at anytime on your turn.



Item Usage

Items help your survival in many ways. Most of them could be used as the following ways, indicated by a tag:

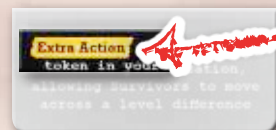
Weapon See P. 24 for details.

Special Action See P. 16 for details.

Extra Action See P. 17 for details.

One time use

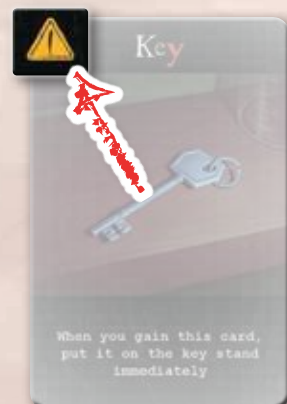
∞ Infinite use



Most items are single-use. Discard the card after you use it.

Noise! ⚠

If there is noise ⚠ printed on the top-left corner of the item card you draw, unless otherwise specified, you have to place a noise token immediately on your current location. Regardless of whether you decide to take or discard the item, it still makes a noise.



Noise tokens are limited to **1 token per location**. If more than one noise is made at the same location in a turn, the later noise is ignored. You **DO NOT** need to tell the Killer immediately when the noise is made. You should inform the Killer about all noise only at the end of the Survivors' turn.

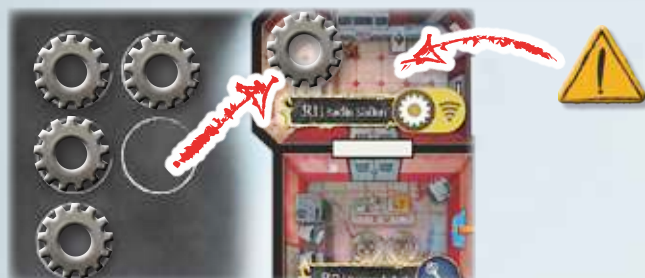


Action 3: Repair and make a NOISE



You can repair the radio or the vehicle only when you meet the following **three conditions**:

- » You are in the radio/vehicle repair location,
- » The Killer is not in the same location, **and**
- » The repair progress of THIS location has not been increased in this turn



To do so, +1 repair progress to the corresponding location (radio/vehicle), and place a noise token there.

When the repair progress increases, place up to the increased amount of repair tokens onto the repair slot. Use the repair tokens nearby as they indicate the amount required to fully repair the corresponding location.

	Repair progress	
Normal repair action	+1	✓
Using a Toolbox	+2	✓
Using Zach's Wrench	+1	✗
Johnson using Toolbox (Terrorscape 1)	+3	✓
George's Brainy and Smart (Expansion: Lethal Immortals)	+1	✗

If the Killer is level 3 or higher, Zach's repair always +1 extra repair progress.

Other ways to Repair:

You can also use Toolbox, Zach's Wrench, or other methods from Terrorscape's Expansions to repair. Different ways can affect the amount of repair tokens you can place. Be reminded that, unless otherwise specified, all methods are still restricted by the above three conditions of repair.

Rescue Call

When the radio is fully repaired (5 repair tokens on the radio repair slot), put the rescue token on slot "5" of the screen immediately.



This means rescue is coming in 5 rounds (shown by the rescue token moving one step to the right at the beginning of the Survivors' turn). When the rescue has arrived (i.e. the rescue token has reached the last slot), you win the game!



Refuel the Vehicle

To fully repair the vehicle, 6 repair tokens and one refuel action is needed. Refuel can only be performed by discarding a Fuel item card. When a Survivor has a Fuel item card and is located at the vehicle repair location, they can perform the refuel action to place the fuel token onto the location. This action is not a repair action, so it is not restricted by the Killer's position or if the repair progress has been increased this turn.



For example, Roy and Evelyn are at the vehicle repair location. Roy performs a repair action, placing a repair token and a noise token there. While Evelyn discards a Fuel item card to refuel the vehicle, placing the fuel token on the location. Meanwhile, Zach is at the radio location and performs a repair action as well, placing a repair token and a noise token on the radio location.



Vehicle Escape!

When the vehicle is ready to go (6 repair tokens on the vehicle repair slot and a fuel token is placed on the vehicle location), immediately inform the Killer. At the beginning of the Survivors' turn, if all Survivors are at the vehicle repair location, you win the game!

Action 4: Remove a block token in your location.

To do so, select a block token in your location, remove it from the map, and return it to the tray (it can be reused). Inform the Killer immediately which block token(s) you removed so the Killer can update this on their map as well.



For example, Quinto chooses to remove the block token between the Crew Quarters and the Medical Bay. He informs the Killer who then removes their own block token on the same location on their game board.

Action 5: Remove all fear tokens

Remove all your fear tokens and return them to the tray (they can be reused). You can perform this action even if you have no fear token.



Action 6: Perform a Special Action

Activate a **Special Action** effect (on a card or ability). Discard the item card if it has a Special Action, unless it has the ∞ symbol. Examples of Special Actions:



Action 7: Analyze the Killer

1 To analyze the Killer the first time:

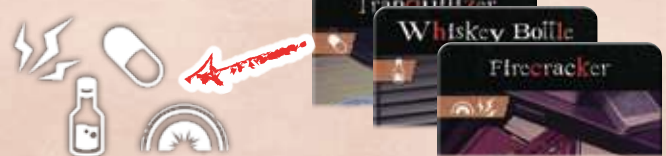
You must be within 1 range of the Killer to do so. Refer to P. 11 for details about range.



Inform the Killer you're analyzing them. Turn the first switch on the Device, the analysis card will slide down to the second position. The analysis card will reveal the next location for the second analysis, and the weakness icon of the Killer.

Weakness Icon

There are 4 types of weakness icons in the game. Some items have the icons on them, representing that they might be useful for slaying the Killer. Some items even have multiple icons!



The weakness icon shown on the Device is the Killer's weakness. Survivors will have to possess at least one item that has the corresponding icon to initiate Final Showdown.

2 To analyze the Killer the second time:

You must be in the specific location shown on the Device. It is either Tool, Knowledge or Mystic location.



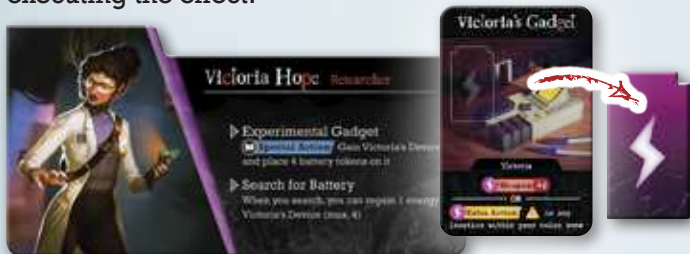
Inform the Killer you're analyzing them again. Turn the second switch on the Device, the analysis card will slide down to the third position. Your analysis is complete! Now the Device reveals not only the weakness but a **tactic** for you to fight against the Killer in the Final Showdown. This greatly enhances your chances of being the last one standing, but remember, this requires preparation.

Note:
It is mandatory to perform 1 main action in this step for each Survivor.

Extra Actions

(optional, before or after the main action)

You may perform any number of **Extra Action** during a turn. If you are performing an Extra Action on an item card, and it doesn't have a ∞ symbol, discard the item after executing the effect.



Victoria's Gadget is a unique case. When you perform the extra action with Victoria's Gadget, discard one energy token instead of the item card. If there is no more energy, you cannot operate the Gadget.

Exchange items

(optional, before or after the main action)

You may exchange items with, or give items to, other Survivors in the same location. However you can not exchange an item whilst moving, meaning, a Survivor can not **[MOVE]** then exchange an item then **[MOVE]** again.

For example, Zach and Roy are in the same location (Crew Quarter). After discussing, Zach decides to give Roy the Ammo Pack because Roy has a Revolver.



Initiate Final Showdown

(optional, before or after the main action)

The Final Showdown is your last stand, either you survive and the Killer falls, or you are all killed and the Killer is victorious.



You can only initiate a Final Showdown when:

- » The Survivors have analyzed the Killer at least once,
- » The Survivors possess an item that **corresponds to the Killer's weakness icon**,
- » All Survivors are in the same location as the Killer (must not be in **[STEALTH]**),
- » All Survivors have agreed to do so.

Once these actions are complete, **reveal your location and the required item to the Killer; this will initiate the Final Showdown!**

Fight!

When a Final Showdown is initiated by Survivors, the Killer's level and strength don't matter anymore. Flip the Killer Level Board showing a table indicating the Killer's health in the Final Showdown. The Survivors' goal is simple- overwhelm the Killer's health with your assembled combat values!

Perform the following **3 steps** in order:

1. Set up the Killer's health

The base health of all Killers is 20. For each card in the Final Showdown area, the Killer gains **+5 health**. For example, if there are 2 cards in the area, the Killer's health is 30. Place the level tracker on the health to show the Survivor's target.



Refer to P. 23 for the way the Killer places cards in the Final Showdown area.

2. Combat values from the tactic (if any)

The tactic shown on the Device after the second analysis may contribute in many ways. If it provides additional combat values under certain conditions, resolve it now.



For example, the tactic requires you to show a Herbal Medicine to **[+1]** and the Final Showdown is taking place in the **C** location, **[+4]**. Reveal the Herbal Medicine in your inventory to gain the **[+1]**, and if the location condition is met, gain another **[+4]**.

If the tactic provides an ability that affects the fight in Step 3, declare what abilities are activated.



Note:

Unless it's otherwise specified, all abilities from the tactic can only be used once. For instance, you cannot show 3 Herbal Medicine to **[+3]** in the previous example.

When you gain combat value in the Final Showdown, use the strength tracker to keep track of the total value you have.

3. Each Survivor declares a weapon and fights!

The 3 Survivors have to face the Killer one by one, in any order. Similar to an encounter, each Survivor can use one item card that has a weapon tag to assist the fight, and then roll dice based on their fear level. The Killer is not allowed to use abilities or cards in the Final Showdown (They're really caught off guard!). Update the total combat value of the team after each Survivor's roll.



Who won?

Whenever the total combat value of the Survivors' team **meets or beats** the Killer's health, the Killer is vanquished! It is a remarkable victory for the Survivors!

If the total combat value **never meets** the Killer's health after the last Survivor's roll, the Survivors are eliminated without mercy. The Killer wins!

For example, the Survivors were able to analyze the Killer twice and their Final Showdown tactic is "Show a Toolbox and a Firecracker: Draw 6 cards from the discover deck, if there's a Fuel, **[+6]**" and the weakness for the Killer is a [noise] item.



The Survivors have gathered in the Killer's location with an "Alarm Clock", a "Toolbox" and a "Firecracker". First, the Survivors reveal the "Alarm Clock", which is a item, to initiate Final Showdown.



The Killer, being prepared for a Final Showdown, has placed a card in the Final Showdown area beforehand. The Killer gains +5 health which makes their **health 25 in total**. Flip the Killer Level Board to the Final Showdown tracker and place the level tracker on the amount of health the Killer has, which is 25. Survivors need to meet or beat this target.

The Survivors reveal the tactic and show that they have a "Toolbox" and a "Firecracker". They then draw 6 cards in the discovery deck. In the drawn 6 cards, they have drawn a "Fuel" card. They reveal the card to the Killer and gain a **[+6]** combat value. Mark the change on the board with the strength marker.

Survivors now get to fight back! The first Survivor is Roy and he has a “Hatchet”. His “Hatchet” and his Close Quarters ability adds **[+3]**. He doesn’t have any fear so he rolls 4 dice and gets a **5!** Adding the **[+3]**, the total of that roll is **8!** Survivors now update the combat value on the board to **14**.

The second Survivor, Evelyn, has a “Stun Gun”. She reveals the “Stun Gun” and adds **[+2]**. She has 1 fear so she rolls 3 dice and gets a **4**. Adding the **[+2]**, the total of the roll is **6!** Survivors update the combat value to **20**.

The last Survivor is Zach and he possesses a “Revolver” and “Ammo Pack”. He reveals the “Revolver” and “Ammo Pack” which **[x2]** his dice roll. He has 2 fear so he rolls 2 dice and gets a **3!** With the **[x2]**, the total of the rolls is **6!**

Tactic: [+6]

Roy: [+8]

Evelyn: [+6]

Zach: [+6]

Final combat value: [26]



Survivors final update of the **combat value** is **26**, beating the Killer’s health of 25!

The Survivors are the last ones standing! The Killer is vanquished!



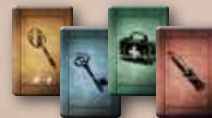
Designer Note:

Survivors are recommended to initiate Final Showdown only when they are fully prepared, or if they are completely desperate. In most games, winning under the other three conditions is much easier. If the Survivors insist on fighting the Killer, this will be a challenge. After all, Terrorscape 2 encourages players, both Survivors and Killers, to adapt to different situations and switch between various strategies for each game. Players are recommended to consider various winning conditions by assessing opponents’ strength, behavior, the map, and the cards shown during the game.

III. Choose 1 Survivor to discover

After all your actions, choose 1 Survivor to draw 2 cards from the discover deck; they may keep 1, and discard the other (or discard both). Same as the search deck, some items in the discover deck will make noise  when you see them. No matter the player keeps or discards it, the item will still make a noise in the Survivor’s current location.

Hint: There are only 2 keys in the discover deck. You must search the item decks if you want to get 5 keys to escape.



If there is only 1 card left in the discover deck, draw 1 in this step. In rare cases, if the discover deck is empty at the start of this step, the Survivors lose the game immediately unless the rescue is already on the way. If the rescue token is already placed on the screen and the discover deck is empty, skip this step.



Note:

You are not allowed to perform extra actions or exchange items in this step!

IV. Inform noise locations

Inform the Killer about all the locations that have a noise token .



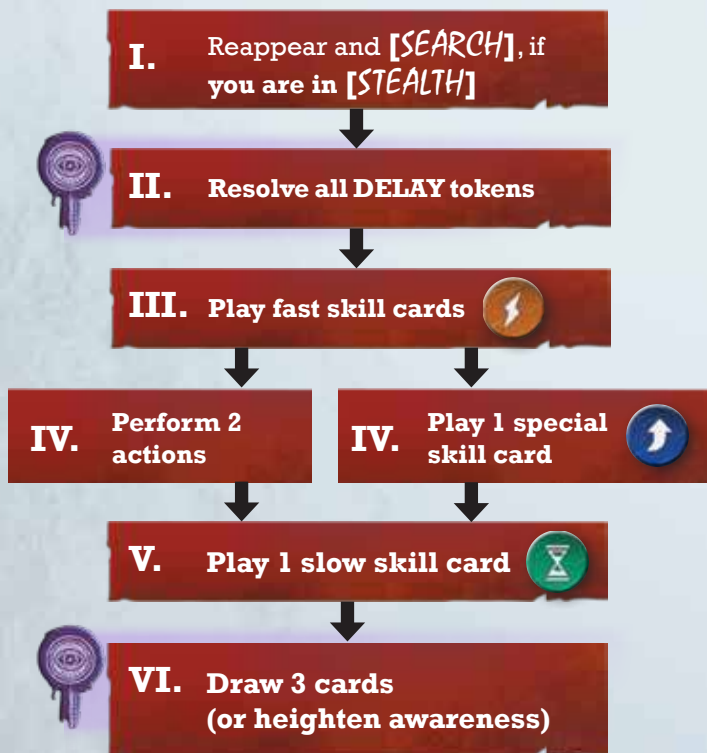
Note:

The item Firecracker allows you to make noise in all locations, thus covering up any noise that the Survivors make. Both Killers and Survivors place the firecracker token in the Killer’s location to indicate there are noises everywhere.

THE KILLER'S TURN

In Terrorscape, regardless of the number of players, there is only 1 Killer in the game (unless you are playing the 5-player variant), and they hunt down all the other players. If this is your first time playing as the Killer, we suggest using Orion to get familiar with the basic rules.

The following is the rundown of a Killer's turn. It mainly consists of **6 steps**:



IMPORTANT:

After an encounter occurs, always proceed to **Step VI. Draw 3 cards (or heighten awareness)** and end the turn. Skip all the steps before it. Refer to Encounter on P. 24

I. Reappear

At the start of the Killer's turn, if the Killer is in [STEALTH], they reappear by performing the followings:

1. The Killer reveals their location to the Survivors. The Survivors place the Killer's miniature on the revealed location. Then, both Killers and Survivors remove the stealth tokens.
2. Resolve any "when reappearing" effect of the Killer's skill card that provides the stealth status.
3. The Killer must perform a free [SEARCH] at the location, this does not count as an action. If no encounter has occurred, continue the Killer's turn.



Suggested tableau setting





II. Resolve all Delay Tokens

If there are any delay tokens, execute the effect and remove the token. See P. 12 for details about **DELAY** ability.



III. Play fast skill cards

During this step, you may play as many fast skill cards as you want.



"Pursue" is an example of a  card

Skill Cards



a **Lock Icon**, represents ultimate cards that are locked at the start of the game.

b **Cost**

c **Type**

d **Effect**

When you use a skill card

- Declare the card you wish to use.
- Pay the cost by discarding the indicated number of cards from hand. If you don't have enough cards to pay, you cannot use the skill card.
- Read aloud the effects. If there are multiple effects, execute them from **TOP to BOTTOM**. You are not allowed to skip any of the effects unless you cannot do so, or an encounter occurs during the execution of multiple effects.
- After you execute all the effects, discard the card.

IV. Perform 2 main actions or Play a special skill card

During this step, choose one of the two options:

Option 1: Perform 2 main actions

A main action is either **[MOVE]** x1, or **[SEARCH]**. Declare your actions one after another. For example, you can **[MOVE]** x1, and then **[SEARCH]**. You can choose to perform the same action twice or each action once



If this is your first time playing as the Killer, you are recommended to focus on guessing and **[MOVE]** to the Survivors' position as quick as possible. And then perform **[SEARCH]** there. If there are any Survivors there, an encounter occurs, which is the most common way to damage or eliminate the Survivors!

See P. 11 for details about **[MOVE]** and **[SEARCH]**.
See P. 24 for details about Encounters.

Option 2: Play 1 special skill card



"Cloaking" and "Slaughter" are examples of  cards

V. Play 1 slow skill card

During this step, you may play 1 slow skill card.
(Unless otherwise specified.)



"Split" and "Recharge" are examples of  cards.

VI. Draw 3 cards (or heighten awareness)

Lastly, you draw 3 cards and end your turn.



Drawing cards and hand limit.

When you draw cards, always draw cards one by one from the deck. You have a hand limit of 5. If you have 5 cards on hand when you have to draw a card, discard the newly drawn card immediately.

Level up

If the deck is empty when you are about to draw or discard any card from the deck, you level up! Indicate your new level on the Killer's level board, and execute the level-up effect.



Every Killer has at least one ultimate card that will be unlocked at a certain level. When you reach the level that unlocks the card, add the card to your hand. Only in this case, you may discard a card in hand to free room for acquiring the unlocked card.

After you execute the effects, shuffle the cards in the discard pile to form a new deck. And continue the card drawing or discarding.

Hint: Discarding cards means losing the opportunity to use their effects, so it looks bad. But in Terrorscape, discarding cards can still speed up the Killer's leveling up. Therefore, don't underrate the chance to discard cards from the deck.

For example, you are currently a level 2 Parasitoid with only 2 cards left in the deck and 4 cards in hand. At the end of your turn, you have to draw 3 cards. But the remaining cards in the deck are not enough for you to do so.



As a result, do the following steps:

1. Draw the first card.
2. As the hand limit is 5 and you already have 5 cards, discard the next card you draw. This is the last card in the deck.
3. A level up is triggered as you need to draw the third card, but the deck is empty. Move your level tracker from level 2 to 3.
4. The card "Frenzy Swipe" is unlocked because of reaching level 3. You may discard a card in hand to add it to your hand.
5. Shuffle the cards in the discard pile, and form a new deck.
6. Draw 1 more card because you were supposed to draw a total of 3 cards.

Once again, because your hand is full, the newly drawn card is discarded.



You may also, instead of drawing 3 cards, choose to heighten awareness before your turn ends. If you suspect the Survivors are planning to initiate Final Showdown against you, this might be a good move.

Heightening Awareness

To heighten awareness, place 1 card from your hand in the Final Showdown area. The card will never return to your deck or your hand in the game. Therefore, it's crucial to select a suitable card that is not very helpful in the scenario.



For each card you place in the Final Showdown Area, you gain +5 health in the Final Showdown. Refer to P.17 Final Showdown for more details.

There is no limit to how many cards you can place in the Final Showdown area throughout the game.



Designer Note:

Drawing cards is essential to the hunt and levelling up. Therefore, Killers are recommended to draw 3 cards as their regular move to end their turn.



Encounter and Attack

The Killer may [SEARCH] during their turn. If a Survivor is in the same location as the Killer during [SEARCH], Survivors must tell the Killer who is there and trigger an encounter.



During an encounter, the Killer launches attacks on each Survivor in this location, one after the other, until either one of the Survivors successfully defended against the attack, or all of the Survivors failed their defenses. Each attack should be resolved following the steps below.

1 The Killer may play an attack skill card

For each attack, the Killer may use an attack skill card. If so, they pay the indicated cost, if any, show it and explain the effect to the Survivors. The Killer should update the strength on the Killer's level board if there is a modification.



2 The Survivors choose the defender

The Survivor team choose ONE Survivor at the location to defend against this attack. Each Survivor can only defend once in an encounter. If there is only one Survivor in the encounter who has not yet defended, the Survivor has to be the defender.

3 The defender may use a weapon item

The defending Survivor may use ONE item that has the weapon tag to increase the combat value. Discard the card if it doesn't have a ∞ symbol.



4 The defender rolls combat dice

The defending Survivor rolls a number of combat dice (4 minus the number of fear tokens the Survivor has). For example, if the defender has 1 fear token, they roll 3 dice.

5 Result of the attack

Add up the values from the item card and the dice result. Compare the total value to the Killer's strength. If the combat value is equal to or higher, the defense is successful! Execute the following steps:

- The Killer discards 2 cards from their deck.
- End the encounter even if there is any Survivor in the location that the Killer has not attacked.

If the defense is lower than the Killer's strength, the defender has failed to defend themselves.

Execute the following steps:

- The defender is injured. If this results in the elimination of the Survivor, the Killer wins immediately!
- If there is any Survivor in the location that the Killer has not attacked, the Killer launches another attack. If all the Survivors in the location have been attacked, end the encounter.

Flee after encounter

After an encounter, all Survivors in the encounter location gain a bonus [MOVE] x0-1.

Killer ends turn after encounter!

After an encounter and after the Survivors performed their bonus [MOVE], the Killer skips all the remaining steps in that turn, draws 3 cards (or heighten awareness) and ends the turn immediately.

ITEM & ABILITY CLARIFICATION

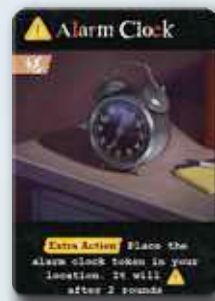
A Cat! in the discover deck

A Cat! is not an item. When you see this card, you have to place the cat miniature faceup in the current location and discard the card. Usually, you are drawing two cards from the discover deck and have to choose one of them; hence, if you find the cat card, you will have to discard the cat and gain the other item. When the cat miniature is on your location, you can stroke it by performing an Extra Action: make noise, and relocate the cat miniature to an adjacent location. This extra action can only be performed once per round. Lay the cat miniature down to indicate that it already made noise in the round. Turn it back upright at the end of the Survivors' turn. The cat is not restricted by block tokens or elevated levels. *(The cat is so agile!)*



Alarm Clock in the discover deck

When you use the Alarm Clock item card, place the alarm clock token in your location with the number 2 face-up. It indicates the alarm clock will make noise after 2 rounds. At the beginning of Survivors' next turn, flip the token to the number 1 side. At the beginning of Survivors' another turn, remove the token and place a noise token there.



There's a Shortcut of Quinto

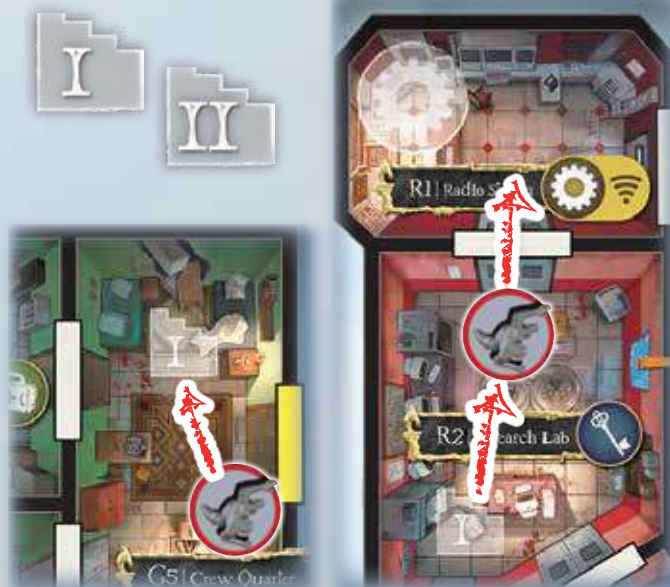
When you [MOVE] (except for the bonus [MOVE] after an encounter), you can spend 1 step of the [MOVE] to travel through a secret passage.

Victoria's Experimental Gadget

Victoria must be in the  location to perform this action (This is indicated by the symbol in front of the ability).



The action can only be performed once per game. Victoria's Gadget can only be used four times in the game without regaining energy. Each time you use its weapon effect or extra action, remove one of the energy tokens on it. When there is no energy token on it, the gadget cannot be used.



For example, you perform [MOVE] x1-2 as your main action. You first travel through a secret passage to reach the Research Lab from the Crew Quarter, and then move to the Radio Station as another step of [MOVE].

Evelyn's Bandaged Up

When you perform this Special Action, select a target injured Survivor in your location. The target can be yourself. Place a bandage token, with the number 2 faceup, on the target's Survivor board.



It indicates the bandage will [HEAL] the Survivor after 2 rounds. At the beginning of Survivors' next turn, flip the token to the number 1 side. At the beginning of Survivors' another turn, remove the token and [HEAL] the target Survivor. The whole process doesn't trigger noise, and it is not necessary to inform the Killer that the bandage has been used. The only thing Killer would know is that the Survivor recovered from injury.

Note:

- The bandage token can only be placed on an injured Survivor who does not have a bandage token on it.
- The bandage tokens are unlimited. It returns to the tray after it's removed.

VARIANTS

Terrorscape 2 offers three gameplay variants. Players may decide to add any number of the variants into the game.

Variant 1: Traits & Survival Difficulty

This variant is designed for players who want to up the difficulty of play for either Survivors or Killers' side. Trait cards can be added into the game to give additional unique abilities to the characters. The number of Trait cards added to either side can be decided by the players, or you can use the Survival Difficulty Levels as a reference.

Setup:

At the end of setup, both sides draw and pick several Trait cards based on the number you agreed on, or choose one of the Survival Difficulty Levels.



Gameplay:

The Killer must reveal which Trait they have chosen. At any point during the game, the Survivors can ask the Killer to reveal their Trait again. The survivors do not need to reveal their Trait to the killer unless the Trait card requires them to do so. Some of the Trait cards can only be used once per game; flip them over after use.

Survival difficulty levels:

Easy

Each Survivor draws 2 Traits and chooses 1 to keep. The Killer does not have any Traits.

Normal

Each Survivor draws 2 Traits and chooses 1 to keep. The Killer draws 2 Traits and picks 1.

Hard

Each Survivor draws 2 Traits and chooses 1 to keep. The Killer draws 4 Traits and picks 2.

Nightmare

Each Survivor draws 2 Traits and chooses 1 to keep. The Killer draws 6 Traits and picks 3.

Variant 2: Separate Ways

(for 4 players, for 5 players with Double Trouble variant)

Separate Ways turns the 1-vs-N game into a semi-cooperative game. The Survivors are no longer united as a single team and can win the game independently.

Setup:

1. Replace the key stand with the Separate Ways stand.
2. Randomly select 1 Survivor to take the first Survivor token of Separate Ways.



Gameplay:

Survivors' turn

- On the Survivors' turn, begin with the Survivor holding the first Survivor token, Survivors take their action (including any extra actions) respectively.
- Survivors in the same location can exchange items in the Survivors' turn if both agree.
- The first Survivor will always be the one to discover at the end of the turn. This means, after all 3 Survivors finished their actions, the Survivor holding the first Survivor token draws 2 cards from the discover deck and keeps 1. The first Survivor must also be the one who informs the Killer of all the noise locations. After that, pass the token to the next remaining Survivor clockwise.



- When a Survivor has been eliminated, lay down their miniature, and the game continues (unless they are the last Survivor in the game). The Killer gains 1 level by eliminating a Survivor in this variant.

Keys & Block Tokens

- Any Key found is kept on top of the finder's inventory. This shows how many keys the Survivor is holding. Keys do not occupy space in the inventory.



- A Survivor with 3 or more Keys can escape in the main exit location at the beginning of the Survivors' turn (or in the hidden exit location if the Survivor also has a secret map) and win the game on their own!
- The items and keys owned by an eliminated Survivor remain in their inventory. Other Survivors can perform an extra action to take any number of these items or Keys from the body (the laid-down miniature) if they are in the same location.



- If a Survivor removes a block token, they must be the one who informs the Killer.



Radio & Vehicle Repair

- If the radio is fully repaired and rescue has arrived, all living Survivors win!
- If the vehicle is fully repaired, in the beginning of the Survivors' turn, the Survivor(s) in the vehicle location can decide to escape and win! If they do so, the Survivor(s) remaining in the game can never escape by vehicle anymore.
- To reward anyone who repairs in this variant, for each repair token a Survivor puts, that Survivor draws 1 card from the key search deck immediately.



Final Showdown

- Final Showdown is basically the same as in a normal game. Any one of the Survivors can make progress on analysing the Killer's weakness. Survivors must gather at the Killer's location to initiate the Final Showdown. If one or two Survivors have been eliminated or escaped, only the remaining Survivors are required to gather and initiate the Final Showdown. However, it will be a challenge to defeat the Killer with just two, or even one Survivor.

The game ends when each Survivor has either won the game or been eliminated.

Victory Conditions:

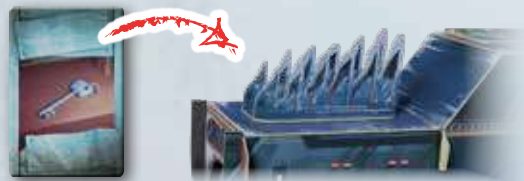
- An eliminated Survivor can never be counted as a winner.
- The Killer can only be counted as a winner by eliminating two or more Survivors. Therefore, the Killer and the Survivor that escaped would share the victory! However, if the last standing Survivor defeats the Killer in the Final Showdown, despite the Killer having eliminated two Survivors, the last Survivor is the sole winner of the game! (Come on, salute this Survivor for his bravery and strength!)
- By eliminating all three Survivors, the Killer wins the game in full glory and shall be honored as Undefeatable!

Variant 3: Double Trouble (for 2-5 players)

Double Trouble is a special mode where Survivors will face 2 Killers instead of 1. It is playable with 2-5 players. 2 Killers will form a team to hunt down the 3 Survivors together. The 2 Killers can also be controlled by a single player in games with fewer player counts.

Setup:

1. The Killer team selects 2 Killers. They both start at the Hidden Exit Location.
2. Randomly select 1 Killer to take the first player token of Double Trouble.
3. Survivors begin the game with one key. Place the card with the key illustration on the back of the key search deck, onto the key stand. **However, if players are playing with both variants Separate Ways AND Double Trouble, Survivors won't have a starting Key during setup.**



4. All the repair locations start with one repair progress. Place one repair token onto the repair slot of each repair location.

Gameplay:

Killers' Turn

- The Killer with the first Killer token acts first and takes their entire turn. Then the other Killer takes their turn afterwards.
- Both Killers end their turn after an encounter.
- If an encounter occurs during the first Killer's turn, after the encounter, proceed to the first Killer's **Step VI- drawing cards or heighten awareness**. After that, proceed to the second Killer's Step VI.
- If an encounter occurs during the second Killer's turn, after the encounter, proceed to the second Killer's Step VI.
- As a result, there is a chance of skipping a full turn of the second Killer, without resolving [STEALTH] reappearing and delay tokens.
- In Step VI: The Killer draws 2 cards instead of 3 when they choose to draw cards.

- Instead of 1 card, **for every 2 cards in the Final Showdown area, Killers gain a +5 health** in the Final Showdown, no matter which Killer placed the cards.



2 cards = 5 health

- Leveling up one Killer triggers the other Killer to also level up. Both Killers should shuffle their cards in the discard pile with the remaining cards in the deck to form a new one. Therefore, the two Killers will always stay at the same level.
- At the end of the second Killer's turn, the first Killer passes the first Killer token to another Killer.

Final Showdown

- Regarding Final Showdown, the Survivors can perform the Special Action: "Analyze the Killer" when they are adjacent to any of the Killers. The Survivors can initiate Final Showdown when they are gathered at the location of any of the Killers. When the Survivors win a Final Showdown, the remaining Killer flees, and the Survivors win the game!



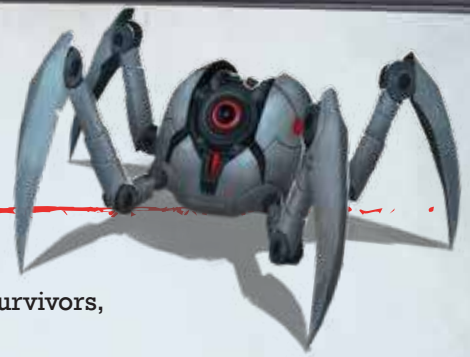
Important Rule:

- Survivors can search and repair even though one of the Killers is standing in their location.

KILLER SPECIFIC RULES

Eyebot: Program & Operate

Eyebot's unique gameplay allows her to **spawn** and control **droids** to reveal hiding Survivors, use **[PROGRAM]** and **[OPERATE]** to keep an unblinking eye over the map.



Setup: Droids

You have a **supply of 5 droids** that you can place throughout the game. The droid supply will not exceed 5 and you can only have at most 5 droids on the board during the game. The Survivors will also have 5 droid tokens on their side to keep track of the droid(s) position.

When you spawn or remove droid(s), you and the Survivors need to place them at the same time. If you want to place more than 5 droids during the game, you may relocate an existing droid and move it to the new location.

Droids **cannot occupy the same location**.



[OPERATE]

When droids **[OPERATE]** due to the "Surveillance" card, follow these steps:

1. Reveal all Survivors in the operating droids' locations.
2. Following the numerical order of the location, each operating droid relocates to their next location within the color zone.
3. Reveal all Survivors in the operating droids' locations again.



For example, there is a droid in G1 Platform and a droid in G4 Medical Bay. The Killer plays a "Surveillance" and selects the green zone. Therefore, the 2 droids in the green zone **[OPERATE]**. If there are Survivors in G1 and G4, they are revealed (tell the Killer their exact locations. It is not an encounter). Then, the droid in G1 relocates to G2 Hydroponics Lab, and the droid in G4 relocates to G5 Crew Quarters. Again, if there are Survivors in G2 or G5, they would be revealed.



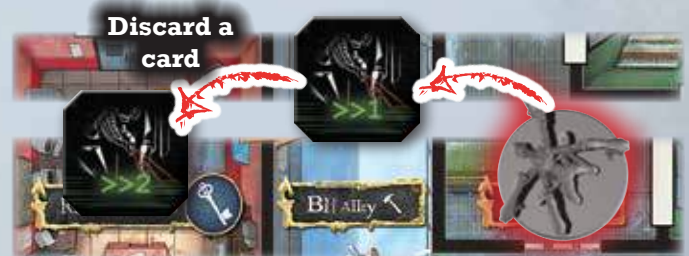
If a droid is located on the largest numbered location in the zone, when it relocates, it goes to the smallest numbered location in the zone. For example, in the Polar Station, a droid in G5 will relocate to G1 when it **[OPERATE]**.

[PROGRAM]

Place Eyebot delay tokens along your programmed path in sequence (Not including your starting location). Your programmed path needs to be connected to adjacent locations. Programmed paths can not overlap. A location cannot have 2 Eyebot delay tokens at a time.



At the start of your next turn, during the delayed step, move towards the location according to the sequence you placed. After every **[MOVE]**, perform the following effect on the skill card. For the skill card "Slaughter", you must move to the location, damage the location, then move on to the next location and continue on till you reach the end of the programmed path. For the skill card "Lockdown", move to the location, select a door to **[BLOCK]**, then move on to the next location and **[BLOCK]** again.



For elevated levels, elevated level rules still apply, you can move against the one-way route by discarding a card from your hand before moving. If you have no available cards to discard, then you can not move against the one-way route on an elevated level. Cancel the program in that case, and remove all the remaining delay tokens related to it.

Parasitoid: Infect

Parasitoid's unique gameplay allows it to turn one of the Survivors to its cause, using **[INFECT]** to spread doubt and discord amongst the Survivors.

Setup:

1. Place the Testing Station tokens on the Main Entrance and the Hidden Exit.



2. Shuffle the Infection tiles and place them face-down on the side of the board with Parasitoid.



3. The flesh token needs to be placed on the side of the board with Parasitoid.



The Flesh

When using the skill card "*Hidden Menace*", the Parasitoid can place its own flesh to damage the Survivor who removes the block token. There is only 1 the flesh in your supply. When you use "*Hidden Menace*", secretly place the flesh on top of an existing block token. When a Survivor removes the block token, reveal the flesh and damage the Survivor, place the flesh back in your supply. If you need to relocate the flesh, secretly take the flesh from its original block token and place it on top of the new one.



Infection tiles

There are 5 Infection tiles: 4 Safe tiles and 1 Infected tile. Once a tile has been drawn, the Parasitoid and the infected Survivor will look at the tile secretly. The tile will not be revealed to others unless they are specified to do so. Throughout the game, the Parasitoid can check the remaining Infection tiles and check any of the Infection tiles of Survivors at any time. The Survivors can check their own Infection tiles at any time but do not reveal it to others.

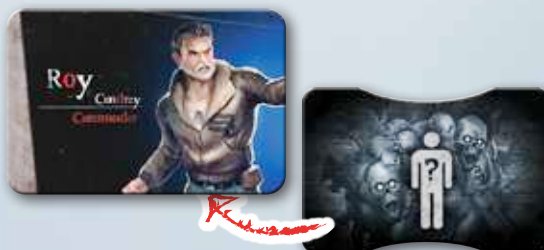


A Survivor can gain **multiple** Infection tiles.

The safe tiles won't affect the Survivor in any way. **However, if the Survivor gains an Infected tile, the Survivor becomes a Host, secretly aligning with the Parasitoid. Refer to The Parasitoid and Host Victory Condition for more details.**

[INFECT]

When the Parasitoid **[INFECT]** a Survivor, the Survivor needs to randomly draw 1 Infection tile from the Parasitoid and place it under their Survivor health status tile.



The Parasitoid can only **[INFECT]** Survivors at Lv 1 - 2. During this stage, when the Parasitoid encounters Survivors, it **[INFECT]** them. In addition, when the Parasitoid damages any Survivor(s), in any way, it may **[INFECT]** them instead of dealing damage.



For example, at Lv 2, The Parasitoid encounters 2 Survivors. Before combat begins, each Survivor is given 1 Infection tile. Then, begin combat as usual. The first Survivor, Roy, loses combat, the Parasitoid chooses to **[INFECT]** the player instead of dealing damage. The first Survivor gains 1 Infection tile and combat continues. The second Survivor, Evelyn, wins combat, combat ends and the first Survivor survives with 2 Infection tiles while the second Survivor survives with 1 Infection tile.

Hint: Beware of infecting the same Survivor too often, the Parasitoid's strength is casting doubt on all Survivors. Try to spread your parasite to as many Survivors as you can.

Accusation!

At any time during the Survivors' Turn, if the Survivors suspect one of their own to be a Host, they can make an accusation. If 2 Survivors have agreed, reveal all the infection tiles of the accused:

- ◇ If all the tiles are Safe, then the game ends **and the Parasitoid (and the Host, if any) wins.**
- ◇ If there is an infected tile, **the Host is mutated.** When the Host mutates, refer to the Mutation section.



Testing Station

Other than the accusation, Survivors can also use the Testing stations to reveal the infection tiles.



Survivors can perform an Extra Action in a Testing station location:

Extra Action

Reveal all the infection tiles of the other Survivor(s) in the same location.

If the infection tiles are safe, the game continues on and Survivor's will play as normal. Discard the Infection tiles for the rest of the game.

If there is an infected tile, **the Host is mutated and must move to the Parasitoid's side of the board.**



Note:

- Even though a Survivor is safe, there is still a chance that they can get **[INFECT]** again!

Mutation

The Host can trigger a mutation through different means:

- Being accused by the other Survivors.
- Being tested in a testing station.
- Or the Host can decide to actively mutate during the Killer's turn.



Once the Host has mutated, they have to collect their miniature, move to the Killer's side and place their miniature in their last location from the Survivors' board on the Killer's board. Discard all items belonging to the Host. The Host will lose all Survivor abilities and will take action during the Killer's turn. The Host can only **[MOVE]** and cannot do any other action.

After the Host mutates...

Survivor's Turn (Investigation)

Once the Host mutates, during the Survivor's turn, the Survivors can perform:

Extra Action Investigate a location to find the host.

If the mutated Host is revealed, Survivors will begin combat to eliminate the Host. Refer to **Survivors Victory Conditions**.

The Survivors can perform this action multiple times and at any time during their turn. For example, they can investigate first, **[MOVE]** to a new location and investigate again.



Note:

- Survivors cannot investigate in the same turn that the Host is revealed through accusations or testing stations.

Killer's Turn (Host's Movement)

In the beginning of the Parasitoid's turn, the mutated Host will reveal their current location to the Survivors. During the Parasitoid's turn, the mutated Host can **[MOVE]** x0-2 before or after the Parasitoid takes its action.

The Parasitoid & Host Victory Condition

The Host is considered a part of the Parasitoid's team, but they mustn't reveal their true intentions. There are 2 ways the Parasitoid and Host can win the game:

- 1. Kill one of the Survivors.** The Host can help the Parasitoid in many different ways: by finding the Survivors and revealing their location, or using themselves as bait and luring the Survivors to the Parasitoid.
- 2. Escape with the Survivors while infected.** The Host must keep their true identity a secret and take the Parasitoid's parasite with them out into the world!

When the Survivors, through all means, win the game, the Host reveals their identity, and steals the victory from the Survivors instead. (That means the Parasitoid will also win, even if it is defeated during the Final Showdown!)

If there is no Host in the game, the Parasitoid victory condition remains the same as per normal rules.

Survivor Victory Condition

Once the Host has mutated, Survivors can also win the game by **eliminating the Host**.

If the Host is found, the Survivor who performed the investigation will roll dice, accounting for any items and abilities, just like an encounter. If the **combat value is equal to or higher** than the strength of the Host (which is always identical to the Parasitoid's strength), the attack is successful, and the Survivors win the game! If the **combat value is lower** than the strength of the Host, the Survivor is eliminated by the Host, and they have lost the game.

Variant (For 2-3 players)

If a player is controlling multiple Survivors and **[INFECT]** has occurred, the player cannot look at the infection tiles. However, the Killer can still look at the infection tiles as normal.

Using the testing station is a **Special Action** instead of an **Extra Action** in this variant.

The Killer can willingly mutate the Host in their turn. After the mutation, the Killer will place the Host on their side of the board and take control of the mutated Host.

All the other rules mentioned before are still played as normal.





TERRORSCAPE 1 & 2 COMPATIBILITY

Terrorscape 1 and 2 are fully compatible! Players can pick any combination of Killer, Survivors, and Map from the core game or any of the expansions. Some terms and indicators are reworked in Terrorscape 2, but they work identically across the 2 seasons:

Combat Value & Weapons:

- Defense value in Terrorscape 1 is the same as combat value in Terrorscape 2. Using an item in an encounter means using weapons in Terrorscape 2. For example, when William (from Terrorscape: core game) is in an encounter or Final Showdown, he will gain [+1] if he does not use a weapon.



'Search':

- The term "search" for Survivors in season 1 refers to searching items in just the key locations. However in season 2, it refers to searching for items in either key, medical, or weapon location unless specified. For example, Ophelia can use her "The Sixth Sense" ability when she searches for an item in either key, medical, or weapon location.

Indicators:

- The indicators for actions, conditions and the infinite icon are reworked in Terrorscape 2 but they work the same as before.



Search Deck:

- The search deck in season 1 refers to any 1 of the key, medical, or weapon item deck in season 2. For example, when Caleb uses his "Fan of Mystery" ability in the Mystic location, he can draw 1 item from any of the 3 decks.

Location Module Tokens

Maps were designed to use the item decks and rules from the corresponding season. Therefore, if you wish to use a map from Terrorscape season 1 with Terrorscape 2 item decks and rules, location module tokens should be placed on the map during setup to modify the map. There are 26 module tokens, these should be split evenly between the Survivors and Killers with each side having 13 tokens. When you're modifying the map, make sure that each side places the same tokens on each location.

To modify a Terrorscape 1 map to be Terrorscape 2 compatible:

- Place 1 vehicle repair module token, 1 medical module token, and 1 weapon module token onto the map. You are recommended to distribute these module tokens and not concentrate them in an area.
- Do not place a module token on a radio repair location.
- Do not place a module token on unique map-specific locations (e.g. The relic chamber icon & collapse icon in the Tomb map).
- You are also recommended to avoid placing the module tokens to the main exit, Tool, Knowledge, or Mystic locations.
- 1 Key location **must be replaced** with any of the above module tokens or with an token, leaving the remaining key locations unchanged.
- 1 to 2 elevated level module tokens should be placed, replacing ordinary doors.

You may also follow the following recommended setup to play with season 1 maps on the next pages!



The Mansion



The Cabin



The Laboratory



The Castle



The Tomb



Season 2 Map Set up:

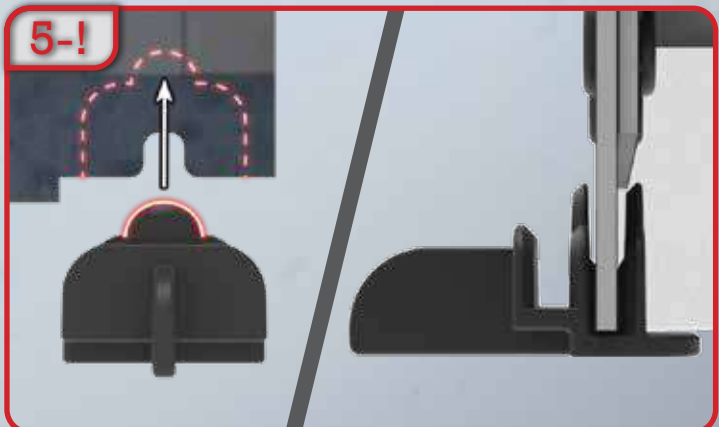
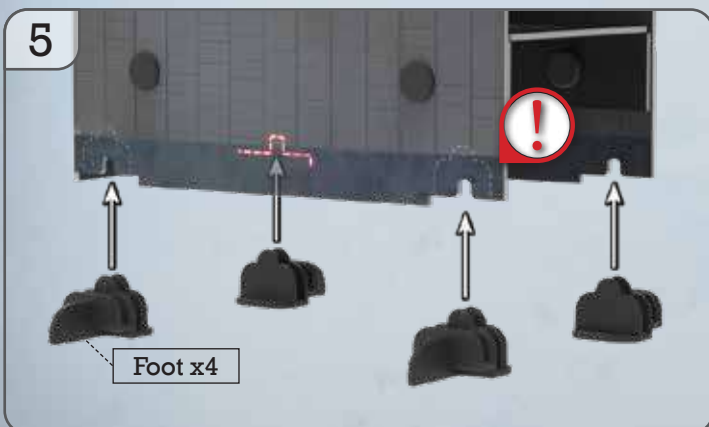
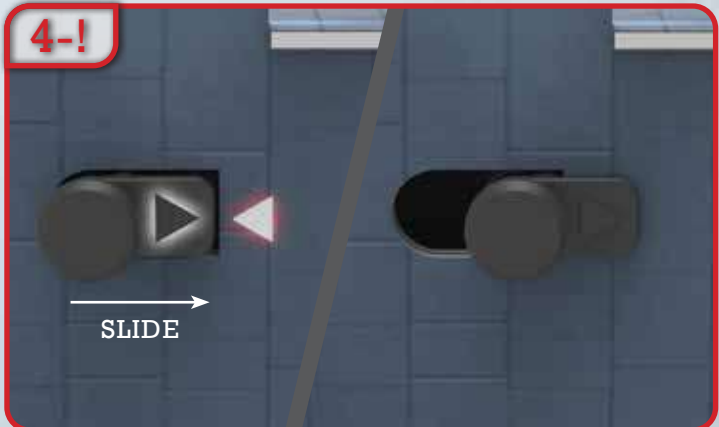
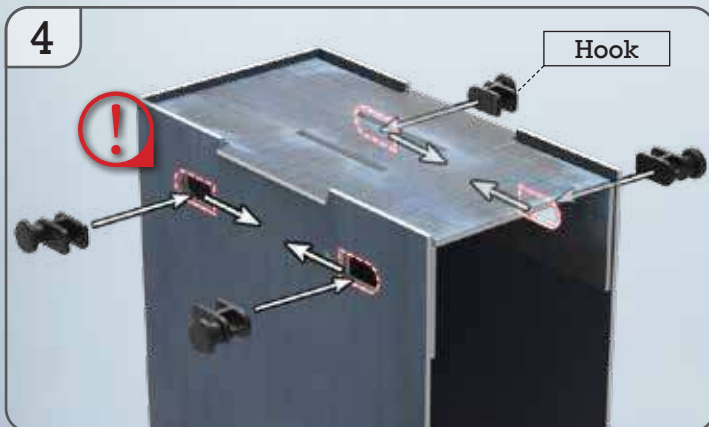
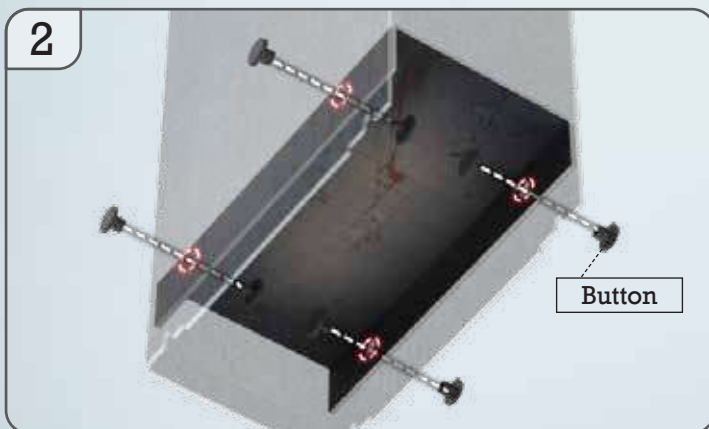
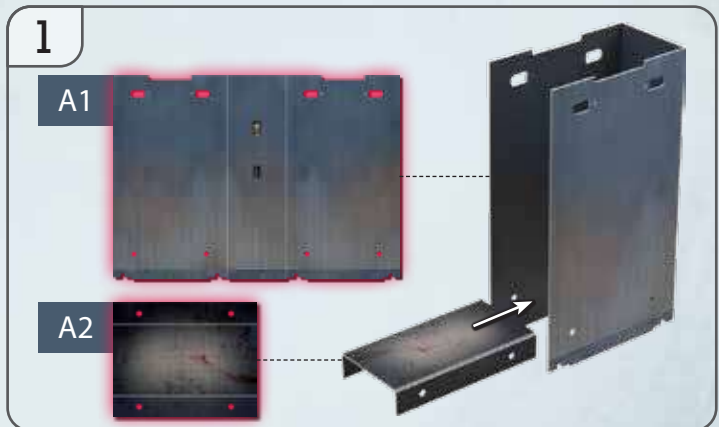
If you want to, you may also modify the maps from the expansions of Terrorscape 2 to make them compatible with Terrorscape 1 item decks and rules.

To do so:

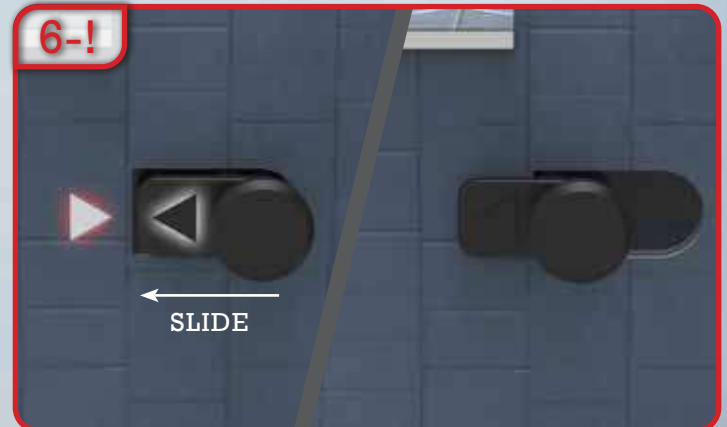
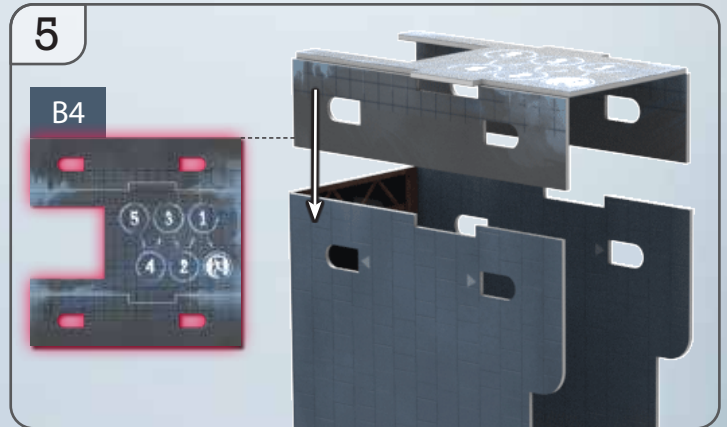
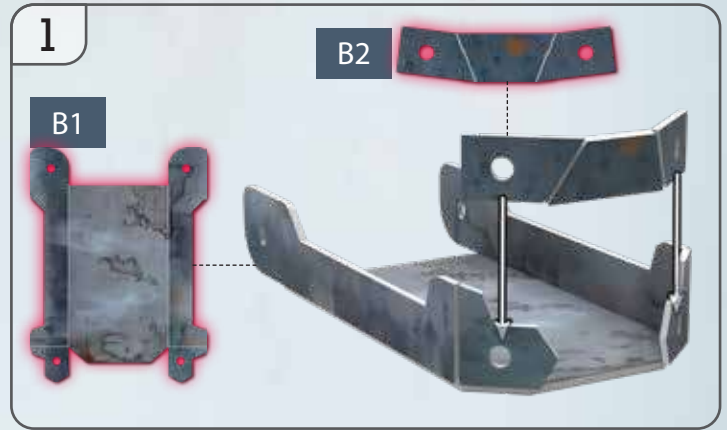
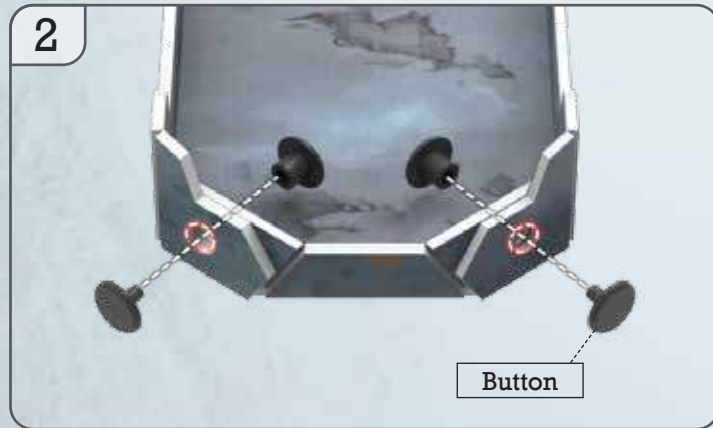
- Place 1  key module token.
- Do not place it on a  radio repair location.
- Do not place it on unique map-specific locations.
- You are also recommended to avoid placing it to the main exit, Tool, Knowledge, or Mystic locations.
- The  vehicle repair location,  medical location, and  weapon location must be replaced with the key module token or an  token.
- All elevated levels should be replaced with a door module token

APPENDIX: ASSEMBLY GUIDE - SCREEN

PART A



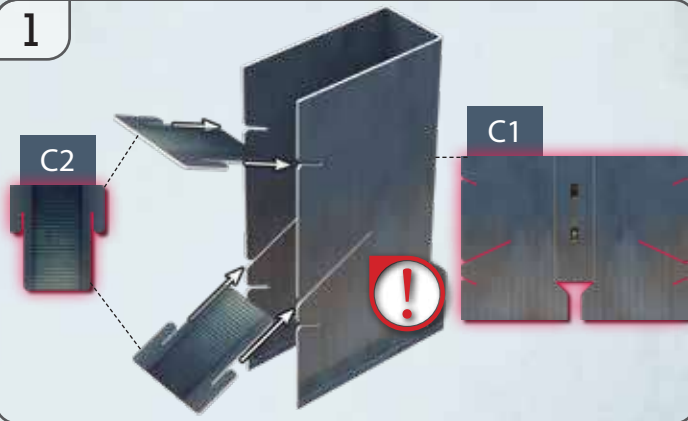
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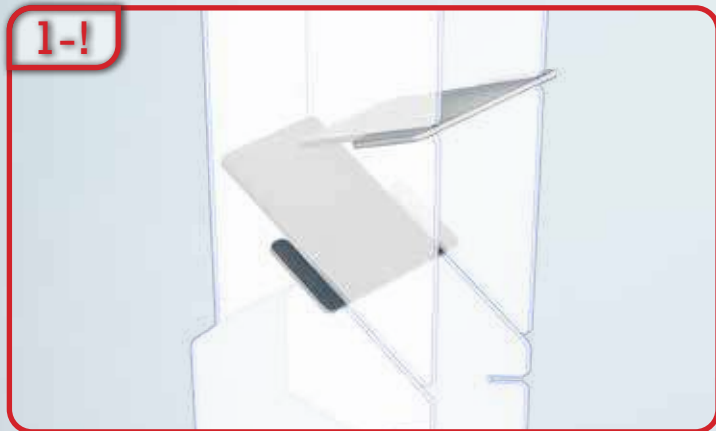
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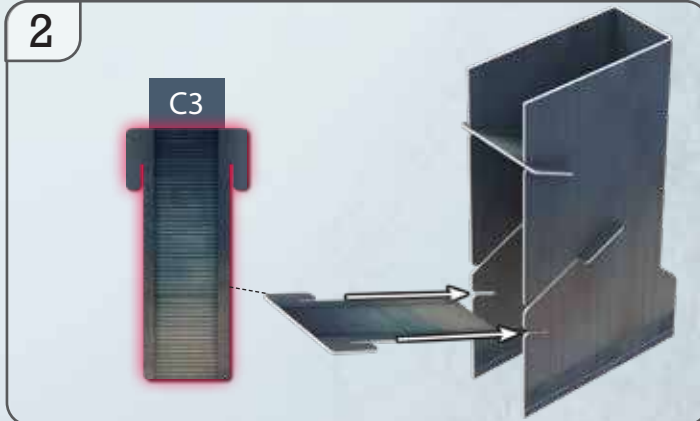
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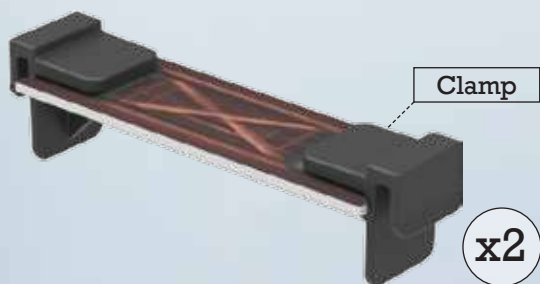
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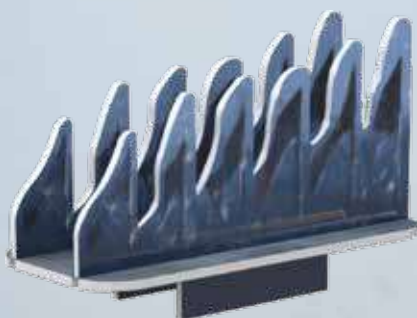
PART D1



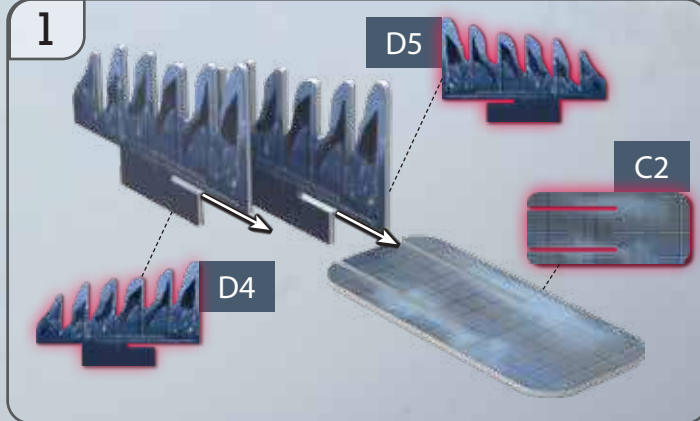
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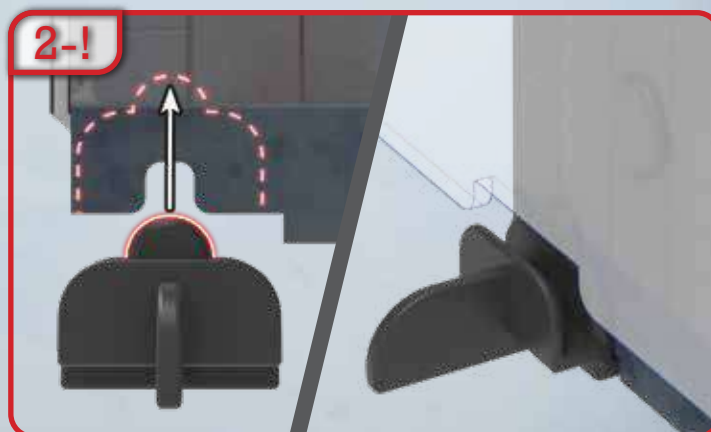
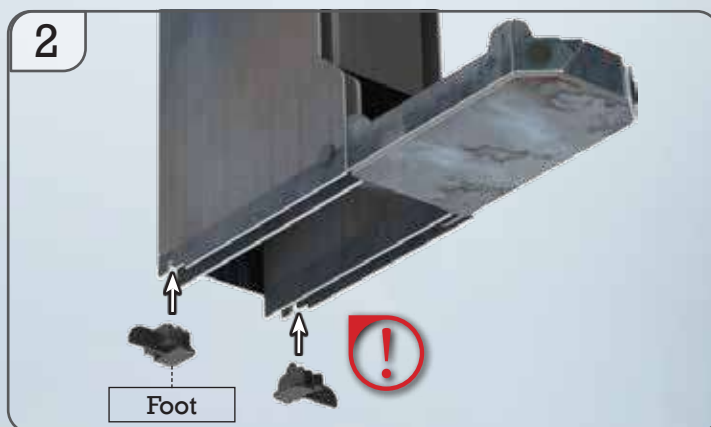
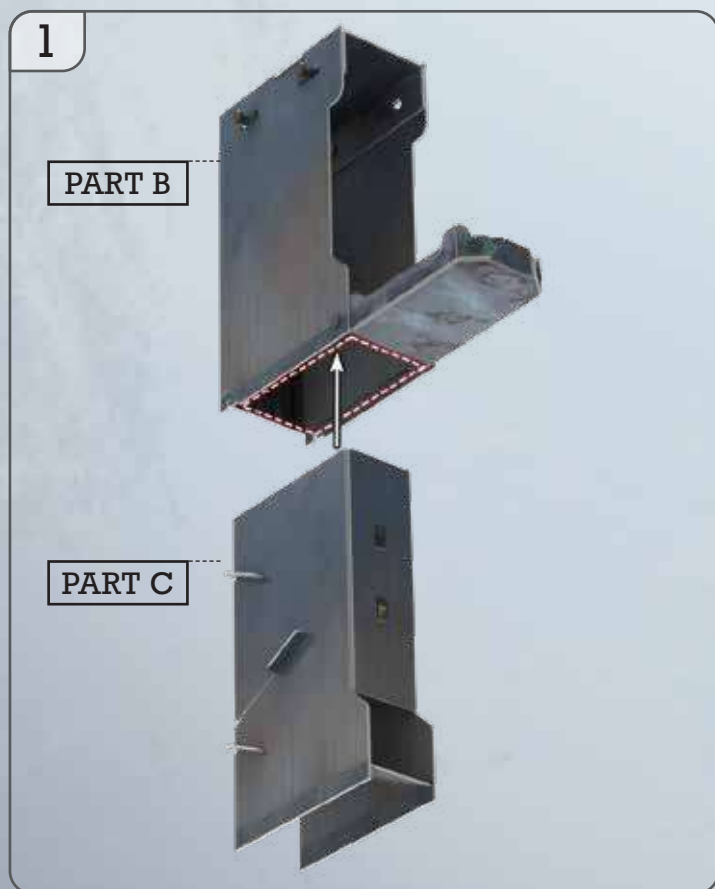
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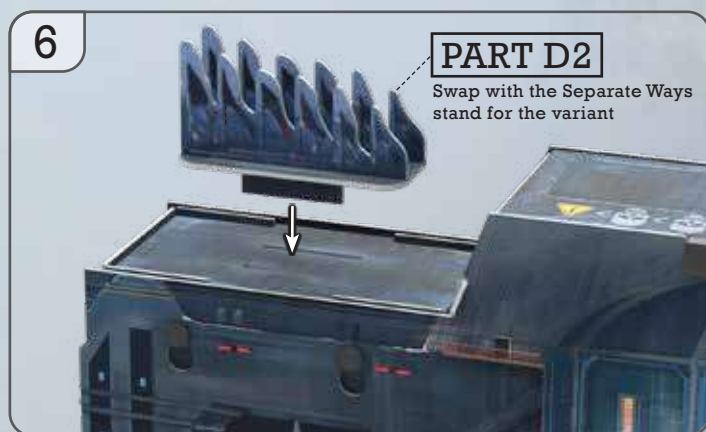
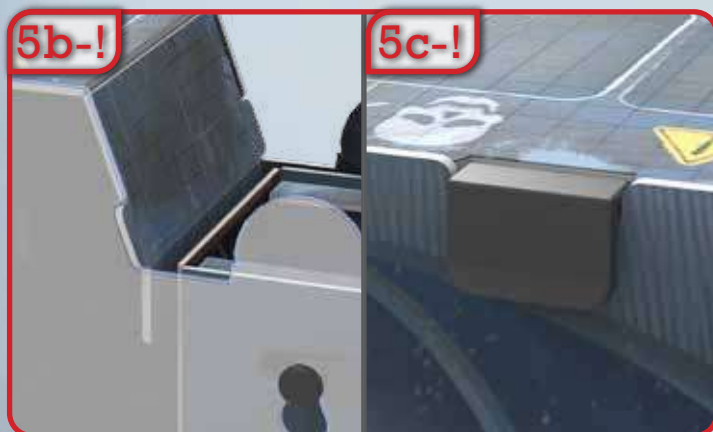
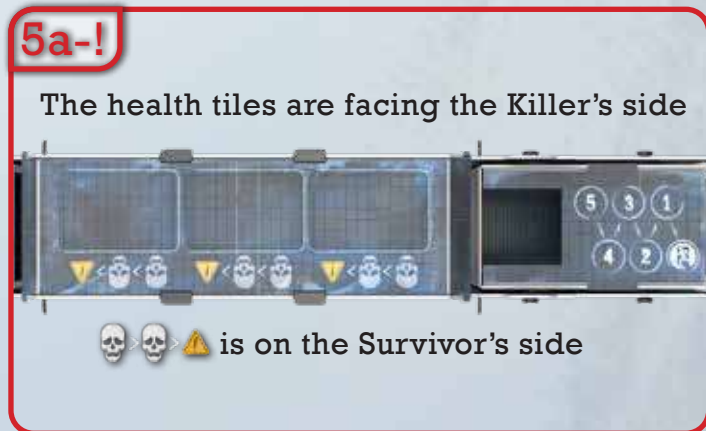
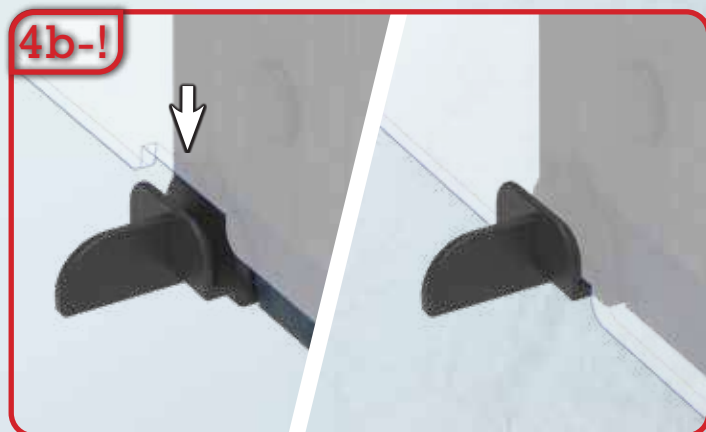
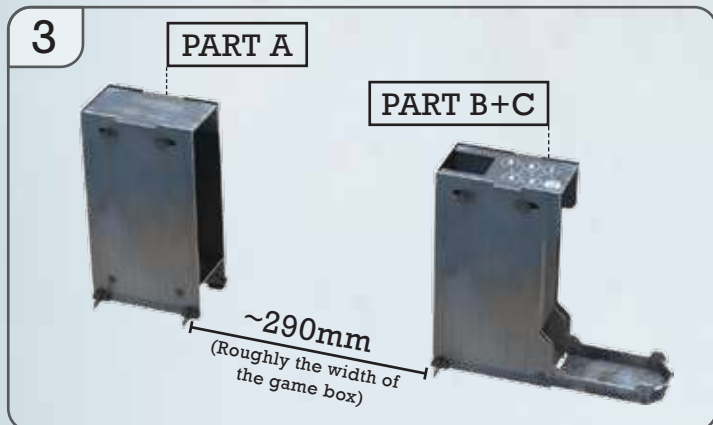
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COMBINING THE PARTS



§ After first assembly, only Steps 3–6 are required for future use.



APPENDIX: ASSEMBLY GUIDE - TESTING STATION

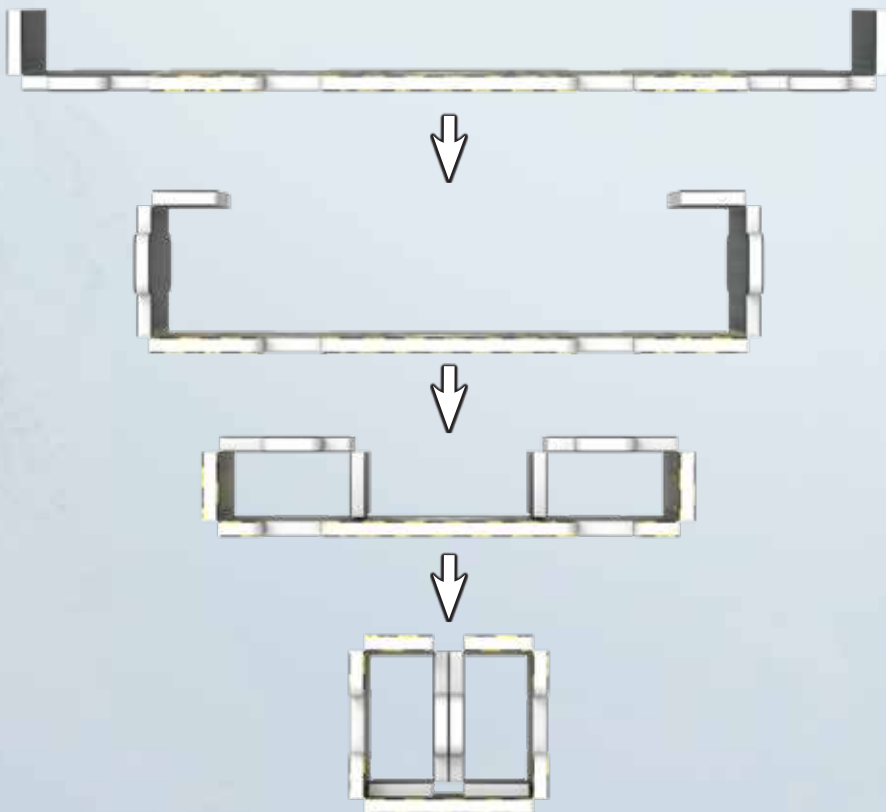


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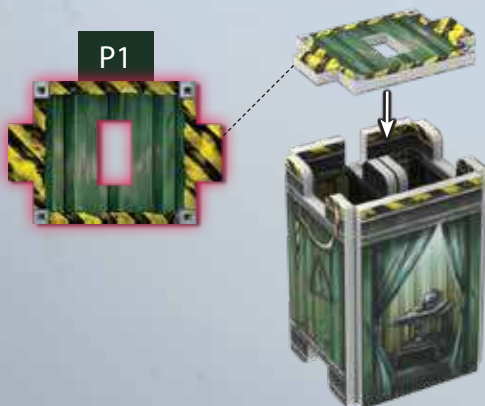
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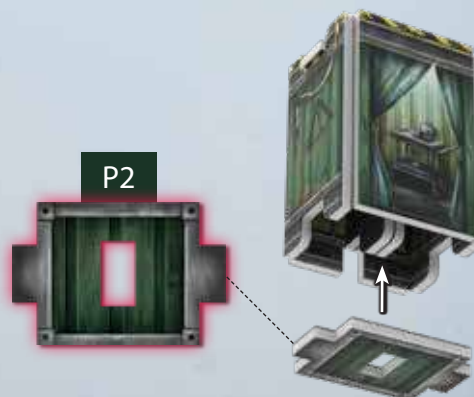
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2



3



APPENDIX: ASSEMBLY GUIDE - THE DEVICE



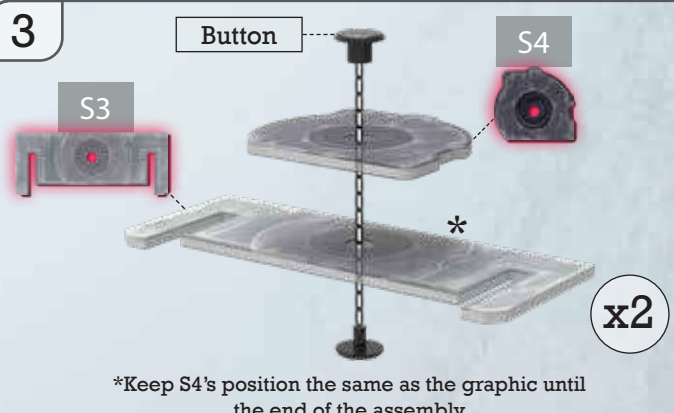
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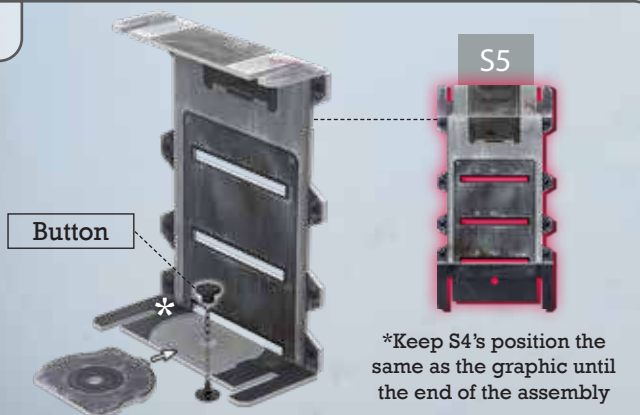
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4-!



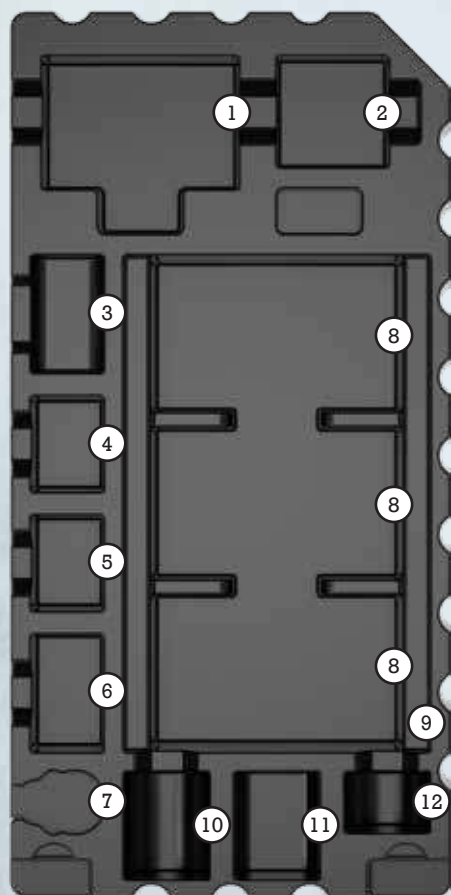
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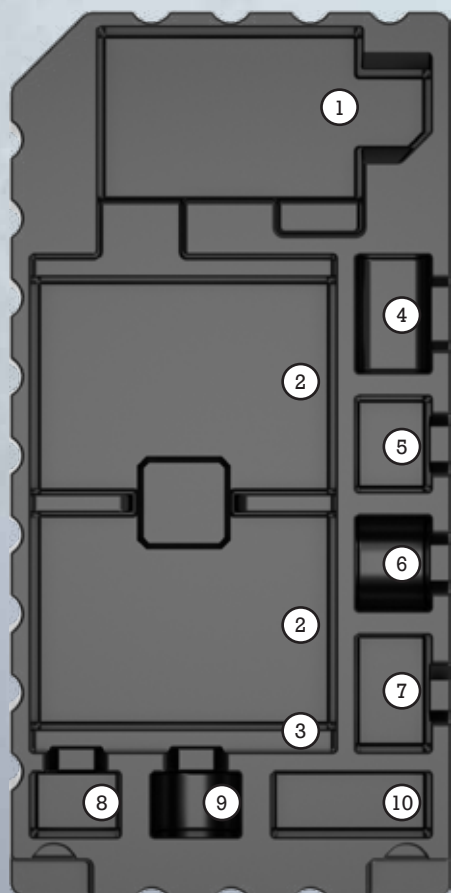
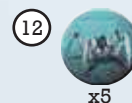
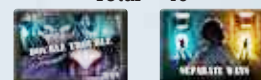
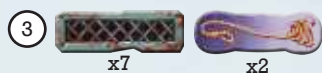
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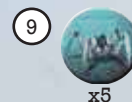
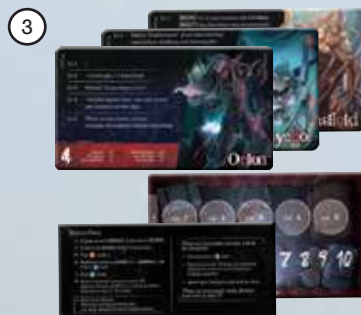
APPENDIX: RECOMMENDED STORAGE

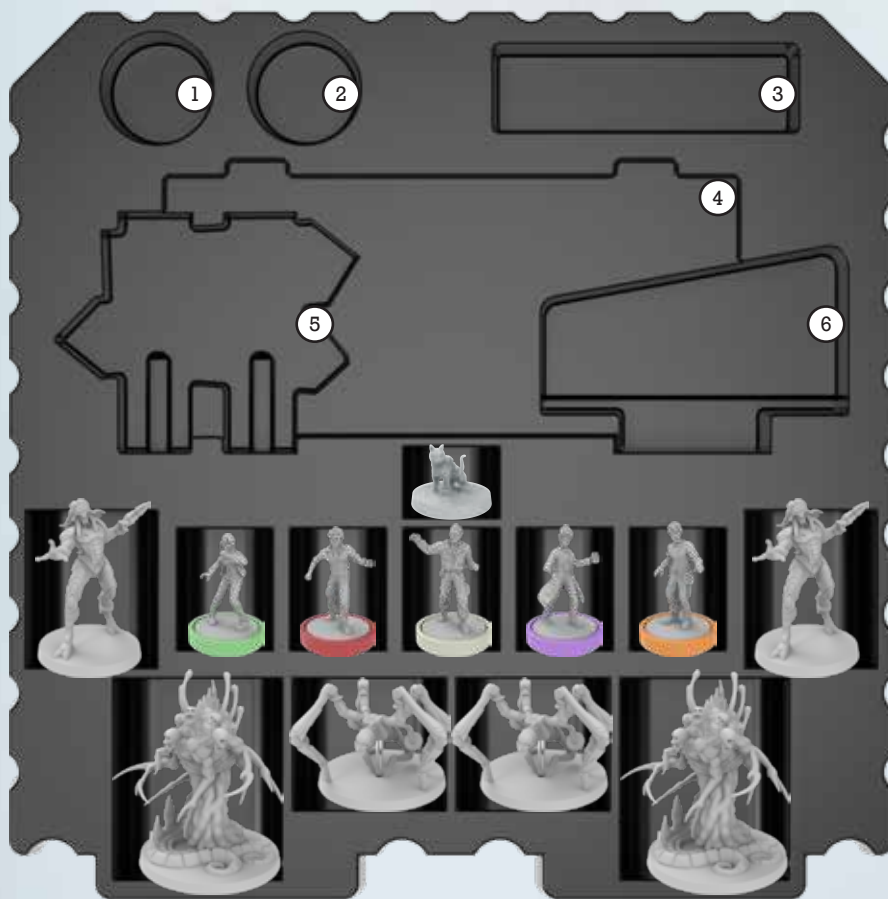


Survivors' Tray

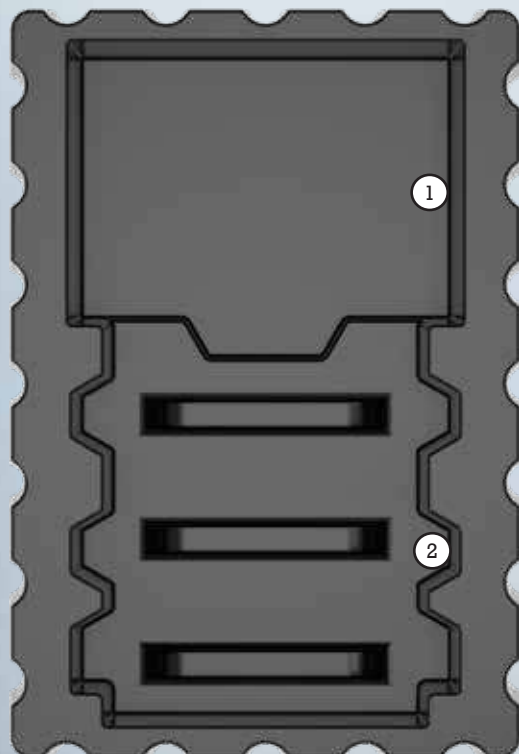


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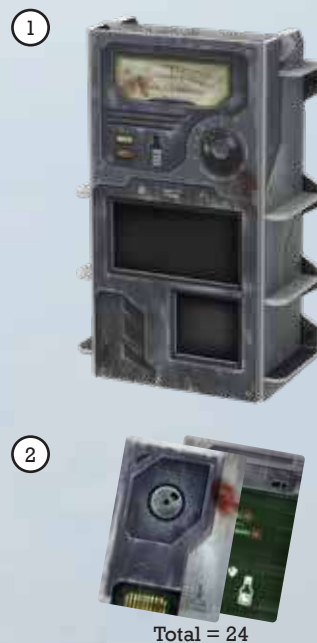




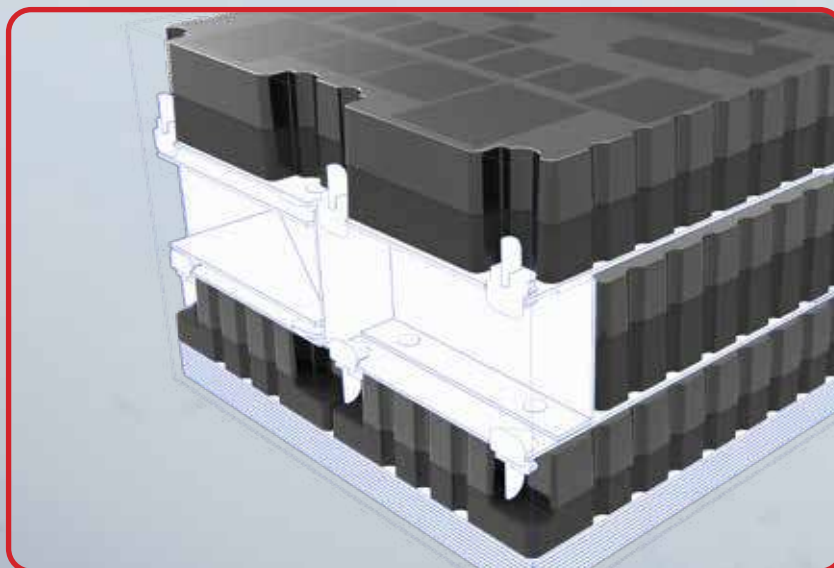
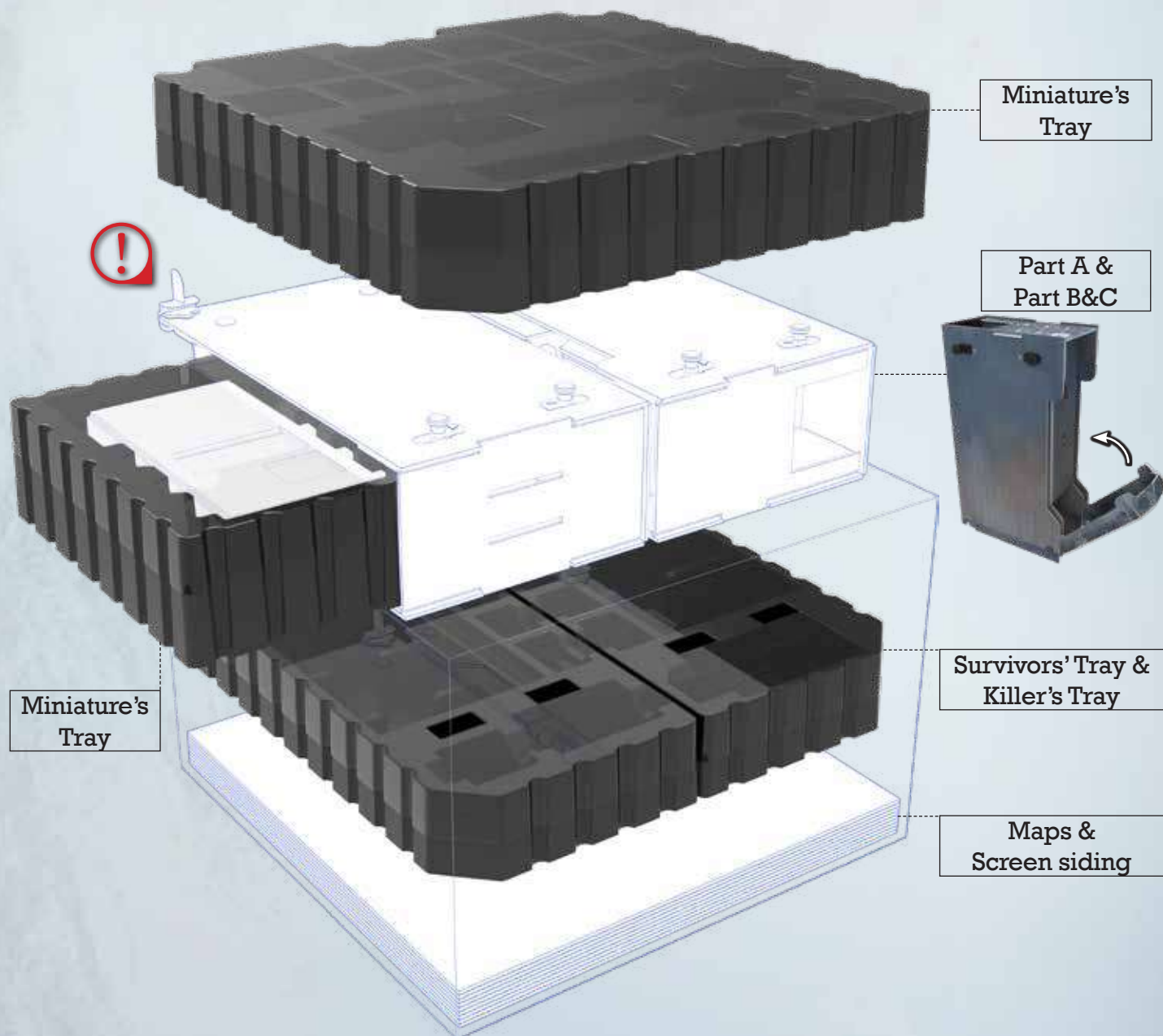
Miniatures' Tray



The Device's Tray



Total = 24



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BG Port



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