

REMAINS



Age: 12+

Players: 2

Game session: 10-20 min

## HOW TO PLAY

### Before the game you need:

Read the set of rules and / or go through the tutorial following the instructions in it.

Take a deck of map cards of the 1st level (Prison) and find a starter card, shuffle rest of the cards, put them nearby. (Starter card has 2 places for characters)

Take the cards of items and shuffle them, put them nearby.

Take the cards of enemies and put them nearby (Don't need to shuffle them).

Agree with a partner on the game, who will play for which character and who will roll the dice first.

Take the starter card from the deck of the 1st level (Prison) and turn it over (So that the map of the card will be on top).

Look at the layout on the map and place tokens according to their places (enemies, cameras, barrels, cases with loot).

Decide with a partner, who will take what position on the map (choosing from 2 positions for the characters).

Play the game according to the rules described below.

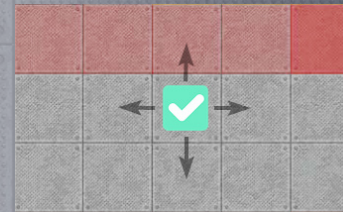
Have fun 😊

## RULES

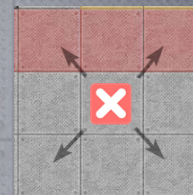
### Player movement on the map

Players move first.

Players can move horizontally or vertically relative to their position (left, right, up, down).



Players cannot move diagonally.



Players are not required to spend their entire number of moves dropped on dice.

If the player interacted with the map but still has moves left, then he can spend the rest of his movement (Not related whether the interaction was successful or not).

Players cannot skip a turn and stand still.

Every player has to use one 8 sided die to move on the map.



# RULES

## Enemy types and their movement on the map

Players must move the tokens of all enemies themselves.

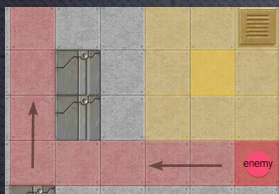
Players only move those enemies that are in the same room or area with them (no need to move all enemies on the map).

Enemies move by 3 tiles.

Enemies move after both of the players had finished their turns.

### (Prison) enemies

**Patrol android** - patrols the area, the most common enemy in the game.

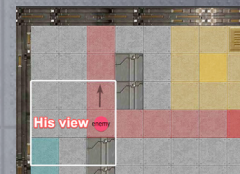


- Always moves on the map according to the specified pattern.
- After this enemy has reached the end of the path, he turns and goes back in exactly the same way.
- When an enemy must turn around to go in the opposite direction, he always turns counterclockwise.

# RULES

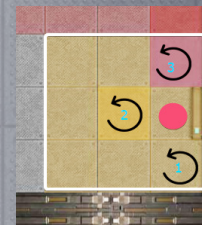


- Enemies turn only when they must turn along their path, not at the intersection.
- Only Whisper can eliminate this enemy.



**Guard android** - protects different points.

- Always turns in place counterclockwise (once per turn) according to the numbers on the map.
- His first turn always goes counterclockwise, after that he turns back, and then the other way.



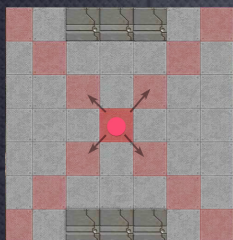
- Players must turn the "Guard" 1 time after each turn.
- Only Whisper can eliminate this enemy.



# RULES

**Search drone** - flies and looks for violators.

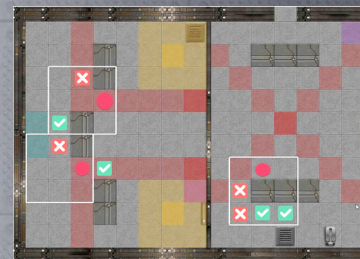
- Always moves on the map according to the specified path. If there are several paths, then they will have a numbering indicating which path to go first.
- After this enemy has reached the end of the path, he turns and goes back in exactly the same way.
- This enemy can move diagonally.
- You can't interact with this enemy
- You can't eliminate this enemy.



## Hiding places (Places for hiding from the enemies)

Hiding places work only if the player hides behind them in parallel to the field of view of the enemy. You are considered hidden- it doesn't count as a defeat, the game continues. But if a player stands on the side of the hiding place (not behind it) - DEFEAT.

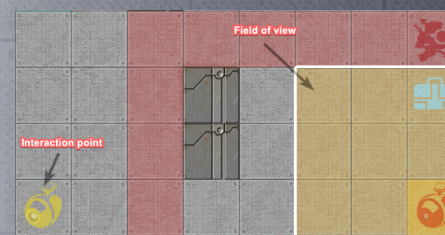
# RULES



## Obstacles

### Security cameras

- Cameras have their own field of view (described below), indicated on the map.
- The field of view of the cameras does not change.
- They have their own interaction points.
- Only 7th can interact with this object.
- To get rid of camera's vision, 7th must be at the interaction point (described below) and do a difficulty check (described below).

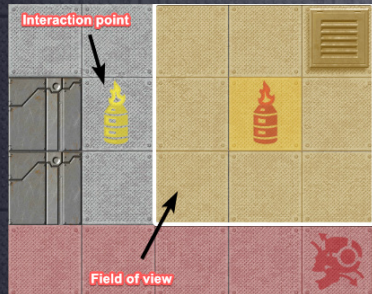




# RULES

## Fire barrels

- It has its own field of view, indicated on the map.
- The field of view of the fire barrels does not change.
- They have their own interaction points.
- Only Whisper can interact with this object.
- To get rid of fire barrel's vision, a Whisper must be at the interaction point(described below) and do a difficulty check(described below).

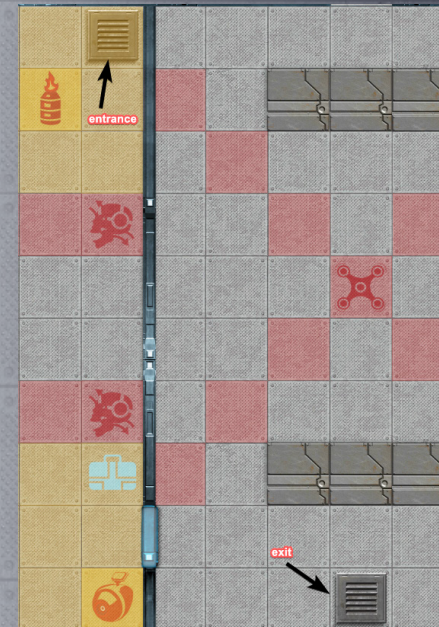


## Electric entrances of the ventilation compartments

- Allows Whisper to move to other parts of the map avoiding many obstacles.
- Only Whisper can interact with this object.
- Must be hacked by 7th before use.

# RULES

- You can use it both ways.



## Electricity power points

- Enables players to supply electricity for an electric door.
- Only Whisper can interact with this object.





# RULES

## Electric doors

- Allows to characters to move to other parts of the map.
- To open, it needs to be connected to electricity.



## Interaction points (Places for interaction with a map)

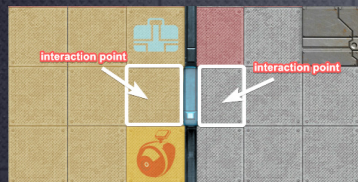
Players must use interaction points to interact with the map.  
Interaction occurs by difficulty checks(described below).

Player can make as many interactions as his movement allows.

You can interact with cameras, fire barrels, ventilation, electricity points, electric doors, enemies (patrol and guard).

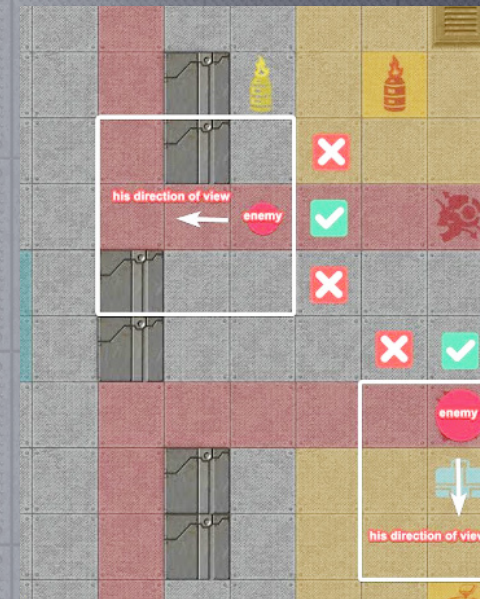
To interact with cameras, fire barrels, loot cases, electricity points, ventilations you need to be at their interaction points.

To interact with electric door you need to be just near it.



# RULES

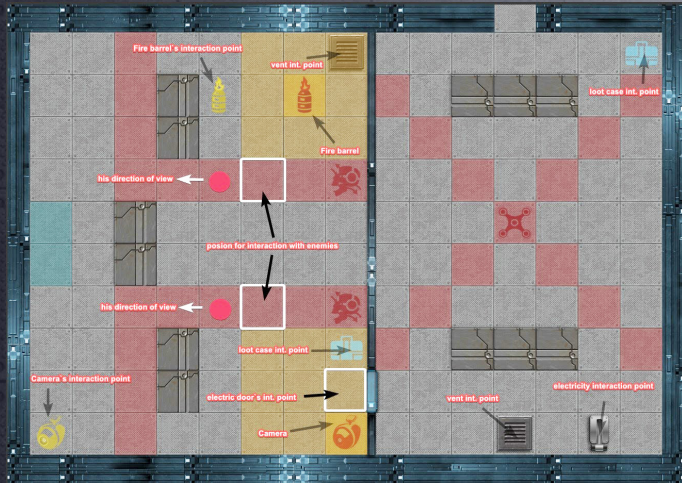
To eliminate an enemy you need to be exactly behind him(Not further then 1 tile).





# RULES

Check the picture below



## Difficulty check

To use an interaction point, you must pass a difficulty check by stepping on the interaction point and throw two 6 sided dice.

"Difficulty check" is a roll of dice, the result of which determines whether you can successfully complete an action or not.

For difficulty check players have to use 2x D6 dices

In order to successfully pass a difficulty check for obstacles such as: Cameras (turn off), Fire barrels (extinguish), Ventilation compartment (open), Electric doors (open), Patrol android (eliminate), Guard android (eliminate) a player must get a sum of a numbers on the dice that will be not less than 7.

# RULES

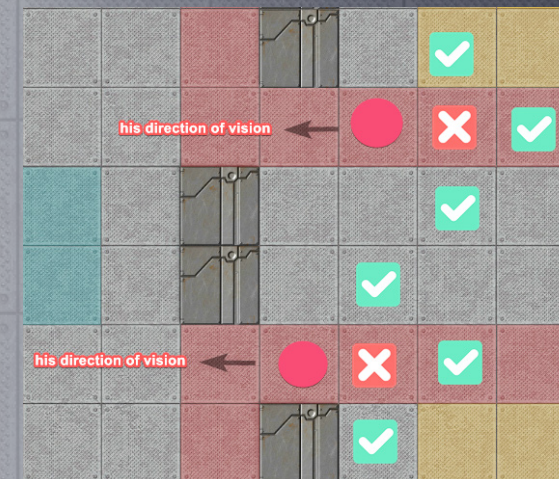
If the player did not pass the difficulty check, then he can try again only on his next turn.

Certain characters can make certain actions( as stated below.) To turn on the electricity and distract enemies, a difficulty check is not needed.

If the player makes an attempt to eliminate an enemy and fails, the player can escape only on the condition that he still has movement left.

To escape from the enemy, it is enough to move away from him by 1 step (as long as you are not in his field of view).

If the player has no movement left to escape an enemy, after an unsuccessful attempt to eliminate an enemy, the player dies, the game starts again.





# RULES

## Characters

The game has 2 main characters: **7th** and **Whisper**.

Each character has his own role in the game.

**7th can:** turn off cameras, open ventilation compartments, open electric doors, distract enemies with tin cans. His difficulty check is 7+.

To distract enemies as 7th, player doesn't have to make a difficulty check.

### To distract enemies:

- 7th must throw a tin can towards the enemy, so that the enemy is no further than 3 tiles from the place where the can landed.
- After that, the enemy moves to the place where the can landed, his field of view will be pointed at the direction of the 7th (the point from which the can was thrown).
- At the end of the player's turn, if the enemy was not killed, he returns to his last position (from which he left his pattern) and continues his pattern in the same direction from this point.
- 7th can throw a tin can only at a distance of 3 tiles from himself.
- if there are 2 or more enemies near the tin can, then only the enemy closest to it approaches it.
- 7th can use tin can once per card.

# RULES



**Whisper can:** extinguish fire barrels, turn on electricity points, pass through ventilation ducts, eliminate enemies (patrol and guard). Her difficulty check is 7+.

To turn on the electricity as Whisper, player doesn't need to make a difficulty check, just needs to step on the interaction point.



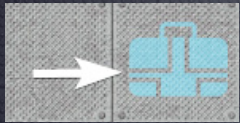
Each character can only do what is described above. And the characters cannot perform each others tasks.



# RULES

## Loot and items

The game has cases that contain items which will help the players to cope with obstacles.



Different items help different characters.

Example: Whisper's original difficulty check is 7 when she gets an item the number stated on the item is add to the die sum (2d6+2).

**+2**

**DE-OXIDIZER**

"This will turn those barrels off..."

When thrown into a fire barrel and coming in contact with the heat, this devise sucks the oxygen around the fire, helping extinguishing it.

**DISPOSABLE**

# RULES

## Features of the location "Prison"

Local enemies: Patrol android, Guard android, Drone.

Local obstacles: cameras, fire barrels, ventilations, electric doors with electricity points

Patrol has 1 moving pattern.

After the players have finished the first card, they take the top card from the deck, connect the card entrances to get a whole map of the location.

When taking a new map card, players must place all the tokens on their places.

## Features of the location "Laboratory" DLC

Coming soon.

## Features of the location "City" DLC

Coming soon.

## Field of view

In the game, the field of view is the death zone.

If any player gets in the field of view of : cameras or fire barrel or any enemy - it's considered permadeath for both players.

Permadeath means that both players have lost and they must start the game from the very beginning, shuffling game cards.



# RULES

## Winning condition

- Don't fall into the field of view of the enemies.
- Get rid of the field of view to advance on the map.
- Open electric doors.
- Use ventilation compartments.
- Exit the map you playing to move to the next map.
- Exit the "Prison" location.

## Winning tips

- Players need to build tactics and agree among themselves.
- Players need to cooperate.
- Players need to get rid of unwanted visions.
- Players need to play carefully.
- Players need to pay attention on what is happening on the map.
- It's advised that the players get items from loot cases to help them advance.

# LEGEND

	fire barrel interaction point		Hiding Point
	Camera interaction point		Vent
	Fire barrel		Loot
	Camera		Door
	Enemy-Drone		Power switch
	Enemy-Guard		Enemy's path
	Enemy-Patrol		Barrel's vision



# GAME INVENTORY

## Tokens :

- 4 Players
- 6 Cameras
- 6 Fire barrels
- 6 Item cases
- 8 Patrol androids
- 8 Guard androids
- 8 Drones

## Cards :

- 3 Enemies
- 2 Players
- 1 Item "Portable CI"
- 3 Items "Electric pulse"
- 1 Item "Neo knuckle"
- 3 Items "De-oxidizer"

## Maps:

- 3 "Prison" map cards