

WHEN DARKNESS COMES...™

A VARIABLE TILE SYSTEM GAME

THE RULES

Thank you for buying our game. We hope you enjoy it! Before you get started, there are a couple things you should know: Help your friends, keep an eye on your enemies, and, above all, be very afraid When Darkness Comes...

GAME COMPONENTS

15 building tiles
6 pregenerated character cards
6 pewter miniatures for use as pawns
10 dice, 1 red and 9 white
50 encounter disks
10 numbered disks
10 "Failure" disks
6 "No Door" disks
20 "Damage" disks
32 character sheets
1 Rule book
1 Scenario book

TILES

- The tiles represent the places in the city where the action happens.
- Each square on a tile counts as one space.
- The buildings have doors marked with different numbers of locks indicating how difficult it is to get through them, which is explained in more detail later.
- "?" designate squares for encounter disk placement.
- "!" designate squares for scenario-specific locations.
- You may not move through walls, but you may move through fences.
- The high school is composed of 2 tiles. When the first one is played, the second one is found and placed also.

CHARACTERS

Pregenerated Characters

- The pregenerated characters have 7 attributes, some with specialized skills. They each have a cell phone for communication during the game.
- These characters cannot be advanced.

Created Characters

- To create a character, use one of the character sheets included in the game and fill out the background information.
- You may pick an occupation from the "Occupation Table" or create your own unless otherwise stated in the scenario.
- Each character has 7 different attributes. They include:

Speed (S) - movement.

Attack (A) - offensive combat and strength checks.

Dexterity/Initiative (Dex) - opening locked doors, determining initiative in combat, etc.

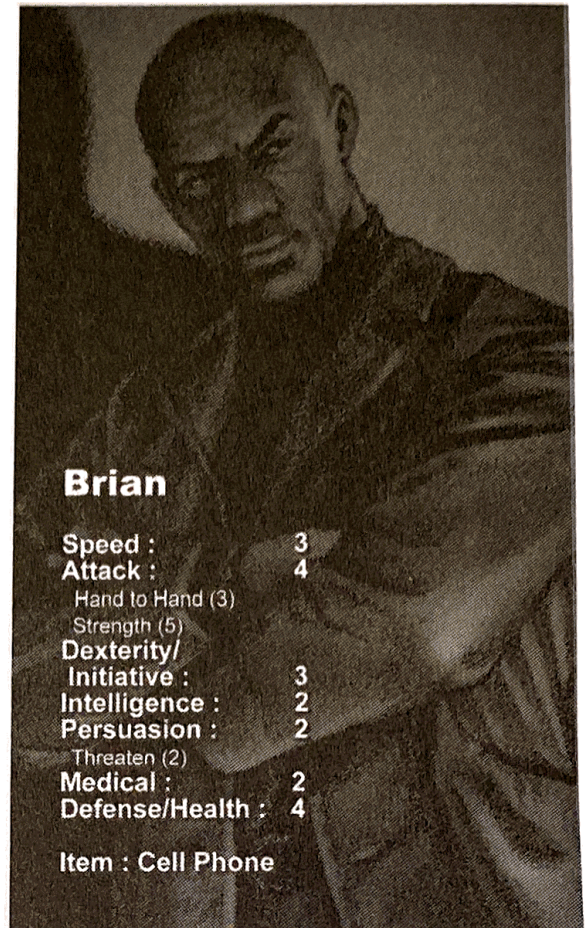
Intelligence (Int) - searching for items, perception, etc.

Persuasion (Pers) - getting past security and influencing others.

Medical (Med) - healing and other medical checks.

Defense/Health (D) - defensive combat checks. When defense/health reaches 0, the character is dead.

- Each character may have 20 points in attributes, divided as you choose. You may have no less than 2 and no more than 5 points per attribute when creating your character.
- Each character may also have 10 points worth of skills, chosen from the "Character Skills" table on the back of the character sheets.
- Each character will start with a cell phone, which can't be lost, stolen or dropped, to facilitate in-game communication as cooperation is a MUST.
- These characters can be advanced from game to game.
- If a character dies in a game, every other character permanently loses 1 health.



DISKS

Encounter Disks

The encounter disks represent the people and things you will find during the game. They are divided into 4 categories:



Items - (Light Blue) Things that you find during your adventure. Once found and while in possession of the item, it adds a number of dice to a specific attribute as noted on the disk. The shotgun is only used for 3 shots, at which time it is removed from play.

Allies - (Yellow) People that you convince to help or follow you. They allow re-rolls for skill checks as noted on the disk. They can also be sacrificed (removed from play) in combat to prevent 1 damage.



Security - (Green) These include security guards, dogs, alarms and property owners that you will encounter in the buildings.

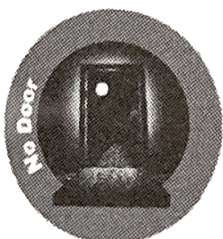
Adversaries - (Red) The “bad guys” in the scenarios that you will be running away from, avoiding or fighting. They have initiative (I), attack (A), defense (D) and speed (S) target numbers.



Other Disks

Numbered Disks - There are disks numbered from 1-10 in the game. These are used to represent a variety of things as noted in the specific scenarios.

“Failure” Disks - “Failure” disks are earned when a player causes suspicion in the city - fails a security skill check, kicks in a door or fails to persuade an ally. When a player obtains three “failure” disks, they lose all their items, allies and “failure” disks.



“No Door” Disks - Placed on a door that has been knocked down.

“Damage” Disks - Indicates damage taken by a player. For each damage taken, a player’s defense/health goes down by 1.



DICE

There are 10 dice included with the game - 9 white and 1 red. The red one is called the fate die and must be used when rolling for movement. When this die rolls 1 for movement, roll 2d6 on the "Oh Crap" table. If this die rolls a 6 for movement, roll 2d6 on the "Woohoo" table. These tables take effect before your movement.

SCENARIOS

There are 7 scenarios included with the base game. Six are used with the regular game and one campaign scenario that requires a game master. More scenario packs will be released in the future. Check the website for details.

GAME SETUP

- Pick a scenario.
- Pick a pregenerated character randomly or create your own.
- For board set-up, follow the instructions in the individual scenarios.
- Randomly choose a player to go first.

GAME PLAY

TILE PLACEMENT

Generally, the scenarios will name a starting building. When a player wishes to move from their current tile onto a non-tile area, another tile is placed, if any remain. Otherwise, the player may not move to that area.

When a new tile is played, disks are randomly placed face down on the "?" squares in the building unless otherwise noted in the scenarios. Some scenarios will require that the tiles be placed on the table prior to the start of the game. The tile placement rules do not apply in these instances.

TARGET NUMBERS

Each skill check has a target number. Unless otherwise stated, you must meet or beat that target number for a successful skill check.

Target number levels (lowest to highest)

- | | |
|--------------------|-------------------------------------|
| 1. six high | 6H - 1 victory point |
| 2. one pair | 1P - 2 victory points |
| 3. three straight | 3S - 3 victory points (ex. 2, 3, 4) |
| 4. three of a kind | 3K - 4 victory points |
| 5. four straight | 4S - 5 victory points |
| 6. four of a kind | 4K - 6 victory points |
| 7. five straight | 5S - 7 victory points |
| 8. five of a kind | 5K - 8 victory points |

SKILL CHECKS

When making a skill check, roll the number of dice for the attribute under which the skill is noted. A skill with a cost of 1-3 will give you a +1d for that check. A skill with a cost of 4-6 will give you a +2d for that check. Example: If you have a Dex of 3 plus the lockpick skill (cost of 3)

you roll 4d for picking a lock. Only one skill can be used for any one given skill check. Example: When rolling for an attack, you can't use martial arts and hand-to-hand.

OPPOSED SKILL CHECKS

Sometimes players will be called on to make skill checks against the attributes of another player. When this occurs, both players roll using the appropriate skill. The player who rolls the highest target level is the winner. In the case of a tie, the highest roll for that level wins. Example: Both players roll a 1P - one rolls a pair of 2s and the other a pair of 3s. The pair of 3s would win.

CARRY WEIGHT LIMIT (WT)

This refers to the amount of weight you can carry. The carry weight number is noted on the item disks or in the scenarios. Each character has a carry limit of 5. When attempting to pick up something that puts you over 5 (or your current limit), you may roll your A (strength). For each target number level rolled, you may carry 1 more point over 5. Example: Your current carry weight limit is 6 and you want to pick up something else, you roll A (strength) of 1P. That allows you to carry 7 points. If you don't even roll a 6H, you are back to your carry weight limit of 5. If you pick up something that puts you over your carry weight limit, you must drop an item (without an action).

TURN SEQUENCE

You can do #1-3 in any order once per turn, or you may forfeit your turn to heal yourself (roll medical and heal 1 point for each level rolled):

1. Communication.
2. Movement.
3. Take 1 action.
 - A. Enter a locked building.
 - B. Perception check.
 - C. Heal another player.
 - D. Give or drop an item.
 - E. Pick up an item that is face up.
 - F. Attempt to obtain an ally or item from another player.
 - G. Open a door for another player.
 - H. Turn over an encounter disk.
 - I. Additional scenario-specific actions.

Communication

You may communicate directly with other players in the same building who are 3 spaces or fewer away, or you may use your cell phone to "call" another player more than three spaces away.

Players are encouraged to "barter" (promise to give allies, items, victory points) for help, to give information or make plans. Assistance for skill checks must be negotiated before rolling for the skill.

Movement

- Roll your Speed (S) and add that target number level to your Defense/Health (D) to determine your total movement. Example - If you roll a 1P and have 4 health, your movement is 6.
- Movement on street spaces is doubled, but you must stop when you enter a building.
- If you roll a 1 on your fate die, you must roll 2d6 on the "Oh Crap" table. If you roll a 6 on your fate die, you must roll 2d6 on the "Woohoo" table.
- A movement roll must be made every turn unless you are healing yourself.
- More than one player may occupy the same space.
- Movement ends when an action is taken.
- Entering a building is not considered movement.
- You may not move diagonally.

Take 1 action

Enter a building

- To enter a locked building, you may attempt to pick the lock or kick down the door. You may also climb in a window.
- To get through a locked door, roll Dex (lockpick) or A (strength). You must meet or beat the target number for the door. If the roll is successful, you move to the space just inside the door. This does not count as part of your movement. If you are successful in kicking the door down with your A (strength) skill, gain a "failure" disk and place a "No Door" disk on the kicked-in door.
- When a door is unlocked, the active player may invite other players who are 3 or fewer spaces away to enter the building. The other player must be outside. If they accept, they immediately move to the square just inside the door.
- The target numbers for the doors are as follows:
 - 1 lock = 6H**
 - 2 locks = 1P**
 - 3 locks = 3S**
- To climb through a window, roll your Dex (climbing) skill. You must beat the printed target number for the closest door.
- Doors are unlocked from the inside.

Perception - You may make an Int (perception) check once per building when you are in that building. For each target number level rolled, you may look at that many disks in the building. Example - On a roll of 1P you can look at 2 disks in the building.

Heal another player - When you are on the same space as another player, you may roll your Med (first aid) skill and that player heals 1 point for each level rolled. You gain a victory point for each damage that you heal.

Give or drop an item - You may give another player an item when occupying the same square, or you may drop an item on your current square. The disk is placed face up.

Pick up an item - When you land on a space with an item that is face up, you may pick up that item without a skill check. You still gain the appropriate VPs. When picking something up that puts you over your carry weight limit, you don't need to take an action to drop an item at the same time.

Attempt to obtain an ally or item from another player - Sometimes there are things that people have that you want. When you want to steal an item from another player while on the same square, an opposed skill check roll must be made unless the player is willing to part with the item. Both players roll their A (strength), and whomever has the highest target number level gets or keeps the item. To steal an ally from another player, both players make a persuasion roll. The player with the highest persuasion roll gets the ally. The newly stolen item or ally may not be taken back for 2 turns.

Open a door for another player - You may use an action to open a door for another player or players during your turn when they are 3 or fewer spaces from the door. When the door is opened, the other player(s) is moved to the square just inside the door.

Land on a disk - When you land on a disk that is face down, your movement has ended and you must turn over the disk if you have an action left this turn. If you don't have an action left, you must turn the disk over at the start of your next turn. You do not have to stop on a disk that is face up.

Additional scenario-specific actions - These will be noted in the scenarios and may include additional skill checks such as scrounge or sneak.

Disk Descriptions

Item Disks

Roll your Int (search) skill to see if you can find it. If you meet or beat the target number as stated on the disk, place the disk in front of you, receive victory points equal to the target number level and gain the use of the item. If the check is unsuccessful, shuffle the disk with the other disks from the same building (on the same tile) and place them back on the "?" squares (your choice).

Ally disks

Roll your Pers (bluff, bribe, bargain, flirt or threaten) to see if they will assist you. If you meet or beat the target number on the disk, place the disk in front of you, receive victory points equal to the target number level and gain the assistance of the ally. If the check is unsuccessful, gain a "failure" disk, shuffle the ally with the other disks in the building (on the same tile) and place the disks back on the "?" squares (your choice). There is no limit to the number of allies you may have during the game, but only one ally may be used for a skill check.

Adversary Disks

Combat ensues. See the "Combat Section."

Security Disks

Roll the appropriate skill check as noted on the disk. If the skill check is successful, place the disk in front of you and gain victory points equal to the target number level. If it is not successful, all players in that building are immediately placed on the square outside the closest door. The active player receives a "failure" disk. The disk is shuffled with the other disks in that building (on the same tile) and placed back on the "?" squares (your choice).

If you kill a security guard, owner or dog, you do not have to leave the building but you receive a "failure" disk and no victory points. If you engage in combat with security, there is only one round of combat. If you lose combat, you still receive a "failure" disk, but you have to leave the building as above.

The following are descriptions of each type of security:

- Alarm - roll your Int (disarm) to disarm the alarm.
- Security guard - roll your Pers (bluff, bribe, bargain, flirt or threaten) or engage in combat.
- Owner - roll your Pers (bluff, bribe, bargain, flirt or threaten) or engage in combat.
- Dog - roll your Pers (animal handling) or engage in combat.

PLAYER ASSISTANCE

Players are encouraged to assist each other with skill checks. If they are 3 or fewer spaces away, they may assist in any skill check excluding movement and perception. The assistance must be determined before the roll is made. The assisting player moves on to the active player's square, remaining there after the skill check. The assisting player adds a number of re-rolled dice equal to the number of dice in the specific skill that is being rolled. Example: If the active player is rolling an Int (search) check and the assisting player has 3 in their intelligence attribute and has the search skill, the active player may re-roll up to 4 dice for that check (re-roll 4 dice at the same time and not 1 die four times).

If more than one player is assisting or you are also using an ally, they add separate re-rolls. For example, if a player and an ally are assisting in a skill check, the active player may have 2 sets of re-rolls.

Players are encouraged to bargain for assistance, promising victory points, items, allies or information.

COMBAT

When combat ensues, roll initiative to determine who acts first.

- If you meet or beat the initiative (I) target number on the disk, you may retreat (see below) or attack first. To attack, roll the number of dice in an attack skill. If your attack roll meets or beats your opponent's defense (D), your opponent is defeated. If the opponent is not defeated, they then attack you. You must roll your defense/health. If you do not meet or beat the attack (A) target number you take one

- If you do not meet or beat the initiative target number on the disk, you must roll your defense and meet or beat your opponents attack (A) target number or you receive one damage. You then roll your attack. If you meet or beat the opponent's defense (D), they are defeated.
- When fighting an adversary, combat lasts for 3 rounds per turn. When in combat with "security," combat only lasts one round. A round consists of one attack and one defense roll.
- If at the end of combat the adversary is not defeated, place the disk back under your game piece face up until next turn, at which time you fight again or retreat.
- If you won initiative or you start your turn on a face-up adversary disk, you may retreat. Make a movement roll. If your movement beats the adversary's speed (S), the adversary is shuffled with the other disks in the building (on the same tile) and placed back on the "?" squares (your choice). If you do not beat the adversary's speed, combat takes place.
- Players in the same building may assist in combat by moving 3 spaces closer per round of combat. Example: If a player is 5 spaces away at the start of combat, during the first round they move 3 spaces, during the second round 2 spaces and may assist during the third round. The assisting player remains on that square after combat.
- An assisting player may take damage for the active player.
- If there is more than one player on a face-up adversary disk, only the last one to retreat must beat the adversary's speed.
- If the adversary is killed, the disk is placed in front of the active player. They gain victory points equal to the adversary's defense (D) plus attack (A) target number levels.
- For every damage you take in combat, your health is reduced by 1. Subsequent defense (D) rolls are reduced by the number of health points a player has lost.

VICTORY POINTS (VPs)

Victory points are obtained from items, allies, getting past security without killing them, adversaries, healing other players and scenario-specific goals. Since roleplaying is strongly encouraged, victory points may also be awarded for exceptional roleplaying. This can be determined by majority vote or the GM. Keep track of your points in the space provided on the character sheet. Victory points may be used during the game in the following manner:

- 1 VP - reroll one die (maximum 3 times per turn)
- 2 VP - add one die roll to a skill check (maximum of 3 times per turn)
- 5 VP - get rid of one "failure" disk
- 3 VP - cancel a roll on the "Oh Crap" table before you roll
- 10 VP - Buy 1 skill point. Can be used to upgrade or gain a new skill

Victory points can only be spent before you roll except when buying rerolls. You may only spend victory points that you currently have (may not deliberately go into the negatives).

TITLES OCCUPATION TABLE

Police officer: Must take 4 in Attack plus the ranged mechanical weapon skill (RMW)

Doctor: Must take 4 in Medical plus any 1 medical skill

Thief: Must take 4 in Dexterity plus the lockpick skill

College professor: Must take 4 in Intelligence plus the perception skill

Politician: Must take 4 in Persuasion plus the leadership skill

Military officer: Must take 4 in Attack plus the hand-to-hand skill

FATE TABLES

(roll 2d6 - goes into effect before movement)

“OH CRAP”

All of your target numbers are increased by 1 until your next turn

Give 1 item to any other player

Give 1 ally to any other player

Your next door is locked no matter what you roll

Give 2 victory points to any other player

You can't move off present tile until next turn

Your movement is halved for this turn

Lose the rest of your turn

Gain 1 failure disk

Take 1 damage every time you move until healed by another player

Your next skill check fails

“WOOHOO”

All of your target numbers are lowered by 1 until your next turn

Steal 1 (random) item from any other player without an opposition roll

Steal 1 (random) ally from any other player without an opposition roll

Your next door is unlocked

Steal 1 VP from all other players

Look at all disks on any one tile already in play

Your movement is doubled for this turn

Take another turn

Lose 1 failure disk

Lose 1 damage token

Your next skill check is an automatic success (excluding perception and movement)

THE GAME MASTER RULES

NOTE TO THE GAME MASTER

The idea of having a game master is to allow the players more freedom to use their roleplaying abilities while encountering unexpected obstacles that you couldn't normally do in a boardgame. The game should be as fun for you as it is for the victims, um... I mean players. You can play the adversaries, other nonplayer characters or anything you feel needs to go bump in the night to add to the game's adventure.

Use the rules in the regular game except as noted. The game master rules are very loose, and you are encouraged to change or add to them as you see fit. It's more important to have fun than worry about the rules. We tried to use "real world" logic as much as possible, and if there are any questions as you go along that aren't easily answered in the rules, make up the most logical answer.

The walk-throughs have descriptions taken directly out of the stories but may not follow the stories exactly. Change and add to the story as you desire, after all you are the one killing off, um... I mean running the game.

TILES

You should place tiles as the scenarios require or as you wish, either all at once or as the players move. It would make sense that if the players are familiar with the town, the board should be preset. If they are not, surprise them as they go (Ooh, look, a bar).

CHARACTERS

You may want to or need to create nonplayer characters (NPC) as the scenarios require. For the main NPCs in the stories, there will be stats available. Use the character sheets to keep track of the NPC's progression through the story, especially if they will be alive awhile (which won't happen too often).

It is up to you whether the players can use advanced characters (characters that have been used in previous games) or need to make new ones. If the game becomes too easy for the advanced characters, change the stats in the game to make it a challenge.

DISKS

Use the disks as indicated in the scenarios, but most of the time they won't be required. You will decide what is encountered and when.

GAME PLAY

VICTORY POINTS

Victory points are awarded as noted in the regular game with the following exception: In combat the players are awarded VPs equal to the TN level rolled to defeat the adversary. Players should not be penalized for using equipment such as throwing a knife in combat. If they don't go pick it back up, they don't lose the points. You should also award victory points to the players for exceptional role playing or creativity. Players can use VPs during the GM games as noted in the main rules.

GM TURNS

You will take turns same as the players for each adversary and NPC currently in play.

TURN SEQUENCE

For GM run games, a turn consists of one action. Everything is considered an action including movement, opening a door and healing. If you feel an action should take more than one turn, the player should use more than one turn to take the action.

SKILL CHECKS

Players need to roll appropriate skills for actions they wish to take. A brief description of the skills is listed on the back of the character sheets. Use your best judgement for the areas that aren't listed. If there is not a specific target number for a skill check, you decide a fair TN. Obviously, something that anybody should be able to do or find would have a TN of 6H where as something nearly impossible to do or find would have a TN of 5K. Don't be afraid to make the players spend their VPs. When a player is looking for a specific item, you should tell them the TN as noted in the building or that you decided upon.

BUILDINGS

All of the buildings are listed in the tables at the end of this section with items the players could find in the buildings. You may add or subtract from this list as you deem necessary. Have the player roll Int (search), and they find the item next to that level. If there is more than one item for that TN, you may decide which item they find or randomly choose. There is also a suggestion for what type of security is found in the building. Use the stats on the disks for security. Players should encounter security when they enter a building or as you decide.

ITEMS/EQUIPMENT

There are suggested roll modifications next to the items. You may change them as the situation requires. The players should keep track of their ammunition. For thrown weapons, if the player doesn't or can't pick the item back up on their next action, they no longer have it, but they don't lose the victory points. The item is considered removed from play. Carry weight limit rules apply.

LINE OF SIGHT (what you can see)

Range for line of sight is up to 3 squares (can be measured diagonally) during a sunny day. For ranged weapons, players must have a line of sight of their target. Once players are in the line of sight of an adversary, ally or security (except for alarms, of course), they should be revealed.

MOVEMENT

Players do not roll for movement, but their movement is equal to their speed. They may move diagonally, but they still cannot move through walls.

ADVERSARIES

The stats for the main adversaries in the adventure may be listed in the walk through. For other adversaries, roll on the GM Target Number Table for initiative, attack and defense, rolling for each round of combat at the same time as the player. Stats on the individual adversary disks are ignored. See combat below.

Additionally, each adversary has 2 health (need two successful attacks to defeat them), unless otherwise noted.

COMBAT

When a player has line of sight of an adversary, it should be placed on the board. When engaged in combat, you roll on the GM Target Number Table (unless stats given) for initiative, attack and defense, determining damage as you do in the regular game.

When a player misses their target with a ranged weapon, roll a 1d6. For a 1, 2 or 3, the weapon has hit something else on the same square or one square away. For multiple targets, determine randomly.

PLAYER ADVANCEMENT

Player characters should advance from one game session to the next. The player with the most VPs at the end of a session should add 1d to one of their attributes, not exceeding 6 for any one attribute. VPs are not transferred from one game session to the next, but 10 victory points can be exchanged for 1 skill point. These can be saved until spent. Items are retained from one game session to the next (unless you choose otherwise). At the start of the next game session, a player should start with VPs equal to the TN level for each item they possess.

CHARACTER DEATH

If a character dies during the adventure, you should allow them to make another character. If a character is seriously ill in the game, you can let them play a different character until their original character is better.

ENVIRONMENTAL CONDITIONS

To give a more realistic feel to the game, you can use the following environmental modifications.

Day Time/Lights on: Line of sight is 3 or fewer squares in distance and movement is normal.

Night Time/Lights out: If a player doesn't have a flashlight, line of sight is no further than their present square and movement is -2. If they do have a flashlight, line of sight is 2 or fewer squares away and movement is -1.

Heavy Rain: Line of sight is reduced to 1 square away and movement is -2.

Light Rain: Line of sight is reduced to 2 squares or fewer away and movement is -1.

TABLES

Weapons

Shotgun - WT: 3
+3d A (RMW) on the same square,
+2d 1 square away, +1d 2 squares
away. Roll 1d6 for ammo in gun.

Pistol - WT: 1
+2d A (RMW) on the same square,
+1d 1 square away. Roll 1d6 for
ammo.

Taser - WT: 1
+2d initiative on the same square.

Mace - WT: 1
+2d initiative on the same square.

Knife - WT: 1
+1d A (HtoH)

Hammer - WT: 1
+1d A (HtoH)

Baseball Bat - WT: 2
+1d A (HtoH)

Baseball - WT: 1
+1d A (ranged hand weapon)

Brass knuckles - WT: 1
+1d A (HtoH)

Night Stick - WT: 1
+1d A (HtoH)

Spear - WT: 2
+1d A (ranged hand weapon)

Ammo - WT: 1
Roll 2d6 for amount found.

Explosives/Flammable items

Flammable Alcohol - WT: 1
Roll Int (scrounge) of 1P in a
building to find other items to
make a bomb. Must have
matches. +3d A (ranged hand
weapon) 1 square away, +2d A 2
squares away.

Rubbing alcohol - WT: 1
Same as flammable alcohol and
+1d Med for combat wounds.

Matches - WT: 0
Use to light bombs. Can throw
lighted material at adversary to
gain +2d initiative and +1d A
from 1 square away.

Misc. Chemicals - WT: 1
Used for scenario specific goals.

Misc Items

Cards - WT: 1
+1d Int (gamble with cards)

Food - WT: 1
+1d Pers (animal handling)

Money - WT: 1
+1d Pers/\$100 (human bribe or
bargain) 1d6 x \$100 for amt found.

Bike - WT: Cannot Carry
x 3 Speed

Skateboard - WT: 3
x 2 Speed

Rope - WT: 1
Restraining adversaries, etc.

Syringes - WT: 1
Application of medicine (scenario
specific or as you see fit)

Medicine - WT: 1
+2d Med for noncombat wounds

Bandages - WT: 1
+1d Med for combat wounds

Gas Mask - WT: 1
Protection from poisonous gas

Fatigues - WT: 1 (unless worn)
+1d Dex (sneak)

Cars - WT: Cannot Carry
Can be found on the street, but
players need to roll Dex 4S to
start and Dex (driving) of 1P to
make it to their destination with
x 5Speed

Flashlight - WT: 1
+1d Int (search or tracking)

BUILDING SPECIFIC ITEMS

Bar
: Owner
TN
4S
3K
3S

3S
1P
6H
6H

Food Mart
Security: Alarm
Items **TN**
Pistol 4S
Hammer 3K
Pocketknife 3S
Money 1P
Food 6H
Flashlight 6H

Gunshop
Security: Dog
Items
Shotgun
Pistol
Taser
Mace
Brass
Knuckles
Gas Mask
Fatigues
Pocket Knife
Rope

Hall/Jail
: Guard
TN
4S
3K
3K
3S
1P
6H

House
Security: Owner
Items **TN**
Pistol 4S
Rope 3K
Bicycle 3S
Baseball Bat 3S
Knife 1P
Matches 6H
Food 6H

Church
Security: None
Items
Matches
Crucifixes
Holy Water

Clinic
: Alarm
TN
3K
3S
1P

1P
1P
6H

High School
Security: Alarm
Items **TN**
Chemistry Lab
Chemicals 3S
Tubing 1P
Rubbing
Alcohol 6H
Gym
Bike 4S
Skateboard 3K
Baseball Bat 3S
Baseballs 1P
Jump Rope 6H

Museum
Security: Guard
Items
Spear
Knife
Flashlight

Cafe
: None
TN
4S
3S
1P
6H
6H

Game Store
Security: None
Items **TN**
Money 3S
Playing
Cards 1P
Food 6H

Warehouses
Security: Dog
Items
Box Opener
Flashlight

Bank
: Alarm
TN
4S

Library
Security: None
Items
Specific
Book
Letter
Opener
Books

GM TARGET NUMBER TABLE:

2	4K
3	3K
4	3S
5	3S
6	1P
7	1P
8	1P
9	3S
10	3S
11	3K
12	4K

Game Concept And Design: Kerry Breitenstein and Todd A. Breitenstein
Art: Dave Aikins

Additional Development: Brian "Ruk" May

Sculpting: Behrle Hubbuch

Layout and Design: Todd A. Breitenstein

Playtesters: Jeff "SisyphusX" Bailey, Troy Brooks, Mark Bordenet, Diane Champaigne, Kristie Donohue, Steve Donohue, Robert "Moonsilver" Edwards, Maria Edwards, Hilary Foster, Dan and Amy Frohlich, Joe Hellor, John "KingWooWoo" Heydt, Valerie "AverageLass" Heydt, Darin Hanners, Tim Hunt, Bart Janssens, Roy D. Khat, Sarah Martini, Brian "Ruk" May, Mark "Pomr" Miller, Mary Nespoli, Peter Nespoli, Cynthia "Toots" Noel, Sharon "Vampy" Noel, Lou Pezet, Laura "Jaz" Pierson, Tom Ray, Ronald Schanlaub, David Schatz, Daniel Sieman, Mike Stevens, Steve Wales, Bill and Jenny Wilson, Munch Wolf - BIG THANKS TO YOU ALL!

Kerry and Todd would like to dedicate this game to the memory of Joanne Breen, dedicated mom and grandma. We love and miss you!

Special thanks to Shane and Michelle Hensley, Phil Lacefield, Jr. and Mark Bordenet for being wonderful friends. We love you!

Twilight Creations, Inc., Cold Spring, KY 41076
© 2002 Twilight Creations, Inc. All Rights Reserved
Twilight Creations, Inc., "Where Fun Comes To Life,"
Variable Tile System, When Darkness Comes...
and The Awakening are trademarks or
registered trademarks of Twilight Creations, Inc.
All Rights Reserved