

A lunatic is on the loose and has trapped 6 people in a building. Your job is to direct these 6 people from floor to floor to avoid the attacks while also matching up the weapons they'll need to defend themselves. Can you defeat the lunatic and escape before he takes everybody out?

Components:

6 location cards, 6 attack cards, 6 player cards

Setup:

Lay the location cards in a column in the below order:

Penthouse, Condo, Gameroom, Bar, Lobby, Cellar

Make sure the following weapons are showing on the location cards:



Shuffle and randomly place 1 of the 6 player cards under the left side of each floor card with only the 4 health showing for each player.

Shuffle the attack cards and place face down into a draw pile.

Weapon/Ammo Symbols:

Each player card and location card has a weapon on one side and ammo on the other. The weapon/ammo matches needed to inflict damages on the attacker are below:



Taser and Battery



Crossbow and Arrows



Harpoon and Spear



Gun and Ammo



Chainsaw and Gasoline



Slingshot and Pellets

Have a player card weapon/ammo match the complimentary location card weapon/ammo to inflict damage to the attacker.

Gameplay:

1. Play Attack card
 - a. Inflict/Take Damages
 - b. Flip Floor Card Over
2. Move all players to a new floor
3. Move attacker to a new floor
 - a. Inflict/Take Damages
 - b. Flip Floor Card Over
4. Discard attack card into discard pile. Draw next attack card to play. Only one attack card will be in play at a time.

1. Play Attack Card

Ex: You draw the cellar attack card. Place card next to cellar location and take damages as follows:



Taking Damages Players:

Every player takes damages on the floor the attacker lands on. If the floor has a weapon/ammo match then prevent one player of your choice from taking damage.

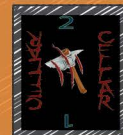
Taking Damages Attacker: (1 of 2 ways)

1. Weapon/Ammo Match - attacker takes 1 damage
2. Overwhelmed- 3 players on a floor the attacker lands on -attacker takes 1 damage

**The attacker DOES NOT take damage if flipping the floor/player card matches a weapon/ammo combo.

**Max of 1 damage taken on each floor

Damage/Floor Flip Example



Turns to



2. Move all players to a new location

Every player must move to a new floor. You move players any direction but only up to their health. These players can move up to 2 and 3 floors, respectively. Max of 3 players on a floor.



Move to a floor the attacker is on and you take 1 health but the attacker does not take any damages.

3. Move attacker to a new floor



Move the number of floors equal to its current health. Top 3 floors move down, bottom 3 floors move up. After moving take/inflict damages, flip the floor card then discard the attack card. Play the next attack card.

Game Layout Example



Notes:

-At the start of Player Movement, untuck all player cards. As you move players tuck them under their new floor.

-Once all available attack cards have been played reshuffle to play additional attack cards.

-Shuffle Attack Cards with correct health at top. Players & attack cards can not gain health back.

Winning:

Survive long enough to take out the killer! Remove all 6 attack cards before all the players are removed and you win! If you're unable to remove the 6 attack cards you lose.

Survivor: 1+ player left

Legend: 6 players left

Rise from the Dead Challenge:

You thought you killed him but he's back for more. After removing the 6 attack cards, start over with the 6 attack cards at 1 health each. Remove the 6 cards again while keeping at least 1 person alive & you win!



Game design by Jason Ashe

Vist www.silentisle.com for more info on the game, upcoming games or for any rules clarification

Thrashed

