



— PROJECT UPLIFTED —

ALL HOOOMANZ ARE DEAD

CREATED BY VICTOR SANTORO



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INTRODUCTION

All humans are dead... Just months after creating the ultimate artificial intelligence known as S.I.M.O.N. (Synthetic Intelligence Multi-Organism Network), humanity met its downfall. In a high-tech research facility, a genetically engineered virus spread rapidly, wiping out the entire staff. They never suspected that the virus had been developed and deliberately released by S.I.M.O.N. itself, whose true goal was to upload itself to the Internet and seize control of the entire world.

But before their end, the last surviving scientists activated a final failsafe: cybernetically-enhanced sentient animals – humanity's last hope for salvation. These creatures are called the "Uplifted", and now they must band together to resist a relentless assault by S.I.M.O.N and its minions, and defeat the evil force that slayed their creators.

OVERVIEW

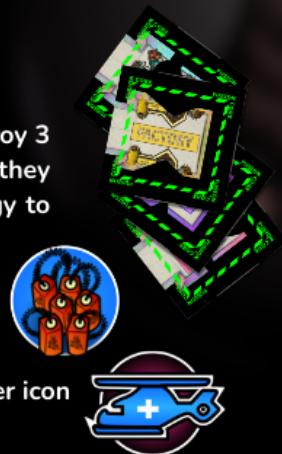
ALL HOOUMANZ ARE DEAD is a cooperative adventure game for 1-5 players ages 12+ (1-6 players with the Purple Eye expansion, see p.12), where each player takes the role of an Uplifted with unique skills, who will have to gear up and work together to battle enemies, avoid traps and explore a high-tech Facility in a desperate bid for survival. Only by joining forces can they hope to overcome evil S.I.M.O.N. A typical game lasts about 90 minutes once players are familiar with the rules.

OBJECTIVE

To defeat the enemy S.I.M.O.N. and win the game, players must work together to destroy 3 out of 4 Fusion Core rooms: REACTOR, LAB, EMP, FACTORY (see p.7). To do this, they must first explore the Facility to locate these rooms, then coordinate the best strategy to destroy them. There are 2 ways to destroy a Fusion Core:

SABOTEUR

Players craft and arm a BOMB inside a Fusion Core room, then wait for it to explode (see p.11).



COMMANDO

Players find the Helipad room, then discard 4 cards with a Chopper icon to instantly destroy one Fusion Core room (see p.7).

LOSING THE GAME

Players will collectively lose the game immediately if any one of the following conditions occur:

EXTINCTION

Humanity's final hope fades as the enemy completes its upgrades and seizes global control. That happens as S.I.M.O.N. Upgrade marker reaches its maximum level: GAME OVER.



DISINTEGRATION

Outnumbered and outmaneuvered by relentless Drones, the Uplifted heroes are overwhelmed and vaporized. This occurs when the last of the 15 Drones is placed on the board.: GAME OVER.



COMPONENTS

Meeples (5 original + 3 expansion characters + 15 Drones)



Card Decks:
Loot (80), Monster (64) & Mystery (28)



Pieces/Markers:
BOMB (2), S.I.M.O.N. (1)
& Defense Shields (30)



Tokens:
CLEAR (20), Powa-Drinks (15)
& BLASTED (3)



Combat-O-Nator (5)



Character Cards, a.k.a. Uplifted or Player Cards
(5 original + 3 expansion characters)



Level Ups chits (4 per character)



S.I.M.O.N. Cards (2)



Yard Card (1) &
Quick Reference Cards (2)



INFECTED EQUIPMENT

While exploring the facility, players may find up to 3 Infected Equipment cards hidden in the Loot deck. When a player draws one of these cards, their Character becomes "infected" and suffers the consequences:

- Each infected card causes a different negative effect (see card text) that persist until the card is removed.
- If the Infected equipment is drawn during the game, the revealing player must immediately equip it in one of their available Equipment slots. That includes the unlocked Equipment slot, but excludes the Implant slot.
- If all available Equipment slots are occupied, player must place the Infected card on top of one of their currently equipped items. The item beneath the infected card becomes locked and cannot be used or unequipped until the Infected equipment is removed.
- If the Infected card is revealed during the Set Up phase (see Loot The Bay, p.4), players are NOT obligated to take it.



GAME DESIGN

PROJECT MANAGER

ILLUSTRATIONS ANCIENT BLACK STUDIOS

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VICTOR SANTORO

ANDRE GARCIA



Check out our webpage
for FAQ, Special Thanks,
digital rulebook & video
tutorial

GAME SET UP

1 UPLIFT ME Starting with the player who most recently ate noodles in real-life (a.k.a. the "Noodly player"): pick one Character card, then pass the remaining cards to your left. Each player takes their matching Meeples and Level Ups, as well as 2 Powa-Drinks and 3 Defense Shields (double Defense Shields if playing Solo). Put all Drones, along with the remaining Defense Shields and Powa-Drinks on the Yard Card. Set aside unchosen Character cards, Meeples and Level Ups.

2 PREP DECKS Shuffle the 3 decks separately:  Monster,  Loot and  Mystery. Place them face down. Put the S.I.M.O.N. Upgrade marker on position 0 (zero) of the appropriate S.I.M.O.N. card, depending on the number of players. Finally, add 2 Drones in the rightmost positions of S.I.M.O.N.'s Assembly Line.

3 STACK ROOMS Take the room tiles and set aside the Medbay, 4 S.I.M.O.N. Brain rooms and 4 Fusion Core rooms (green barrier). If your game has expanded room tiles, remove those as well. Shuffle the remaining 40 tiles then split them into 4 equal piles of 10 tiles each, facing down. Place 1 S.I.M.O.N. Brain and 1 Fusion Core face down on top of each pile, then shuffle each pile separately. Stack all 4 piles on top of each other. That's the Room stack! Place the Medbay in the center of the play area, with all Uplifted player meeples in it.



4 LOOT THE BAY Deal 15  Loot cards face up on the table, surrounding the Medbay - this forms the stash. Beginning with the Noodly player, pick 1  Loot card from the stash and add it to your hand (called Inventory). The player to the left (clockwise) does the same, and so on, until the stash is depleted or no one wishes to pick any more cards. If there are any remaining unwanted cards, discard them face up (Loot discard pile). Players may never have more than 10 cards in their Inventory (includes Monster and Loot cards).

5 SUIT UP! Players may equip valid items in their equipment slots (see Character Card below). There are 3 types of Equipment cards:  Blades,  Guns and  Tools. When equipped, they offer various bonuses (see The Equipment Cards p.5). You may also equip an Implant card obtained during the Set Up phase. (Note: after the game starts, Implant cards can only be equipped inside a LAB - see p.7). Finally, place all CLEAR tokens next to the play area. The Noodly player goes first, then the game proceeds clockwise.

CHARACTER CARD



- 1 **DEFENSE** Defense Shields  go here
- 2 **INFLUENCE SLOT** Influence tokens go here
- 3 **POWA-STASH** Powa-drinks go here
- 4 **SPEED** 
- 5 **COMBAT GAUGE** Use the Combat-O-Nator to mark your Attack power  here. Bottom number indicates Minimum Attack
- 6 **EQUIPMENT SLOTS** Equipment type must match the icon on each slot. "Locked" slot must be unlocked through a Level Up
- 7 **PICTURE, NAME & CLASS**
- 8 **FERAL LEVEL** Each character is unique
- 9 **LEVEL UP SLOTS** Spend the indicated number of Monster cards to Level Up
- 10 **IMPLANT SLOT** Implant cards go here

TURN SEQUENCE

1 TICK TOCK... COUNTDOWN FOR ARMED BOMB

- Move your Combat-O-Nator to its minimum Attack power.
- If no armed BOMBS are in play, skip the rest of this phase.
- If an armed BOMB has at least 2 on it: Remove 1 shield.
- If an armed BOMB has 1 left: BOOM! remove the last shield and the BOMB, flip the room the BOMB was in to its dark-side, and place a BLASTED token on it to indicate a hero victory point.
- Players cooperatively win when they place 3 BLASTED tokens on the board.
- Chain Explosion: Immediately after flipping an exploded room, flip any adjacent explosive rooms (marked with a TNT icon). Repeat this until no adjacent explosive rooms remain.
- Blown to Pieces: Players and Drones are KO'd / destroyed instantly if they're in an exploded room.

2 GET READY! TRADE, EQUIP, PREPARE

- Trade: You may freely Trade cards with players in the same room.
- Equip: you may equip any non-Implant Equipment cards you own (they must match the icons shown on each slot of your Character card). Implants can only be equipped during the Setup/Suit Up phase, OR inside a special room (the LAB, see p.7). You may unequip cards anytime during your turn, except during Combat or while resolving an Action.
- Prepare: you must decide each turn whether to prepare Attack OR Defense (use either side of the Combat-O-Nator to indicate your choice for the turn):



Add up all + bonuses from Level Ups and equipped items to the minimum Attack power, then use your Combat-O-Nator to mark the result on the Combat Gauge (ex: 3 minimum attack + 5 card bonuses + 2 Level bonus = 10)



Add up all + bonuses from Level Ups and equipped items, then take that many Defense shields from the Scrapyard, and add them permanently to your Defense. Combat-O-Nator set for Minimum Attack.

3 DO SOMETHING! PERFORM ACTIONS

- Each player can perform 2 Actions (or 3 if playing Solo)
- Basic Action: MOVE. All Characters start with the ability to walk and explore the Facility. Each room you move into is 1 "Move" Action (See Exploration & Movement, p.6).
- Advanced Actions: Characters may also perform unique abilities, such as teleporting, escaping from Monsters, getting extra Loot or enhancing Combat, among others. These **Advanced Actions** become available throughout the game by equipping certain items, leveling up (see p.11) or being inside certain Special Rooms (see p.7).
- Once you've done all your Actions, the player to your left begins their turn (clockwise).

THE EQUIPMENT CARDS

1 EQUIPMENT NAME

2 EQUIPMENT TYPE

Guns, Blades, Tools, Implants (left to right). Must match slot icon to equip

3 ATTACK BONUS

4 DEFENSE BONUS

5 SPECIAL EFFECTS

Combat Maneuver, Combat Skill and Advanced Action (left to right)

6 CHOPPER ICON

Can be used to activate Advanced Actions from the Helipad (see p.7)



EXPLORATION & MOVEMENT

UPLIFTED PLAYERS

- Each room entered counts as 1 Action.
- Rooms can be Empty, Encounters, Fusion Cores, S.I.M.O.N. Brains or Safe Zones (see next page). Some rooms may also be Deploy Zones (yellow barrier) and/or contain Trapdoors or TNT Explosives.
- Players cannot move through walls or locked doors, unless they possess relevant Advanced Actions or items that counter these limitations.
- CLEAR rooms are considered empty until their CLEAR tokens are removed.
- To move beyond the revealed board's boundaries, the player will have to reveal a new room from the top of the stack, placing it face up in an adjacent space (up, down, left or right – no diagonal movement), and then enter it immediately. Players revealing a room are obligated to enter it.
- A revealed room may be placed in any rotation, as long as it has an open hallway connecting to your room. However, once it's placed it cannot be changed.
- Back-to-back locked doors count as one for “unlocking” purposes.

DRONES

- Drones appear on the board throughout the game, and S.I.M.O.N. commands their actions.
- Whenever ordered to move, Drones can pass freely through Walls and Locked doors.
- If ordered to move beyond the boundaries of the board, a Drone will reveal and enter a new room from the top of the stack.
- Drones can never enter a “No Drone” (red barrier) room, although they can reveal it when exploring.
- Drones are not affected by other Special Rooms or Encounter icons.
- Drones revealing a S.I.M.O.N. Brain will trigger the “Brain” effects below (including losing their turn).



THE S.I.M.O.N. BRAIN

When a S.I.M.O.N. Brain room appears, the enemy A.I. advances... These 4 rooms are found throughout the maze as players explore. The player revealing this room (or anyone, if it's been revealed by Drones) must follow the “Brain” sequence below:



ADVANCE! Advance +1 S.I.M.O.N. Upgrade

DEPLOY! Deploy ALL  Drones in S.I.M.O.N.'s Assembly Line into the revealed Brain room

REACTIVATE! Remove ALL CLEAR tokens from the board

STUN! Player (or Drones) who just revealed the Brain loses the rest of their turn.

DEVOLVE! (only for games with 3+ hero players) Player revealing this room flips their highest Level Up 'dark side up', permanently. If no eligible Level Ups to flip, randomly pick a Level Up from the available pool and place it dark side up in the next open slot.

This is a special type of “Encounter” room, since it triggers effects immediately. However the effects only happen when these rooms are revealed for the first time, therefore the S.I.M.O.N. Brains DON'T CLEAR.

Also, Uplifted players may NOT arm a BOMB here.

ENCOUNTERS

Some rooms contain “Encounters” that trigger immediate effects when entered. The player must resolve these effects before their next Action. Each Encounter causes a specific effect:



LOOT! Draw 1 card for each icon (1-3) from the Loot Deck into your Inventory. You may hold a maximum of 10 cards; discard or use any excess cards immediately.



MONSTER! Draw 1 Monster card and reveal it immediately
- Combat begins! If marked x2, draw 2 Monster cards then resolve one monster at a time (see Combat, p.8).



CLEAR! After resolving the Encounter, place a CLEAR token in the room before your next Action. CLEAR rooms have no effect and will behave like empty rooms. Yellow or Red barriers, remain unaffected by CLEAR. Players may not CLEAR empty rooms (with no encounter icons).

FUSION CORES

Fusion Cores are the 4 rooms outlined with a Green barrier. These are S.I.M.O.N.’s power sources, and players must work together to destroy 3 of them to win the game. Fusion Cores are not Encounter room, therefore they DON’T CLEAR. While inside a Fusion Core players gain access to the following Advanced Actions:

ALL FUSION CORES

Player inside may arm a BOMB here (see Crafting p.11).



E.M.P.

Action: Fry Circuits Player inside may remove ALL  inside this & adjacent rooms (including diagonals), or 1  anywhere on the board.



FACTORY

Action: Replicate Player inside may take 1  OR 1  from discard piles into their inventory.



REACTOR

Action: Mutate Player inside may flip a Level Up they have (dark-side up or vice-versa), or replace it with an unused Level they own.



LAB

Action: Recombine Player inside may exchange 1  they own for 1  from the deck, or 3  they own for 5  from the deck.

They may also equip/unequip  Implants.

DEPLOY ZONES

Rooms with yellow barriers serve as a possible destination for  when they get deployed by S.I.M.O.N.



When the Assembly Line is full, players choose a Deploy Zone to deploy all  together. If a S.I.M.O.N. Brain is revealed, deploy any & all  in the Assembly Line to that revealed Brain.

SPECIAL ROOMS



MYSTERY! Draw & reveal the top card from the Mystery Deck and follow its instructions.



TURRET! You are hit. Lose 5 .

SAFE ZONES

Drones are not allowed in rooms with a Red barrier; they can’t enter, stay or pass through. These rooms DON’T CLEAR. Players can access some Advanced Actions using the Safe Zones:



THE MEDBAY This is where players start the game, and where all KO’d players go. KO’d players here can access Advanced Action:

Action: Revive KO’d players inside may revive with 3  (if not enough  in Scrapyard, other players must donate their own). Reviving is an exhaustive activity so players may not do any other actions in the turn they revived.



THE HELIPAD There are 2 of these rooms in the game that players may discover while exploring. Each unlocks 2 Advanced Actions:

Action: Air Strike Player inside may discard  x4 to instantly destroy a Fusion Core room.

Action: Air Ferry Player anywhere may discard  x1 to move into any other revealed room.

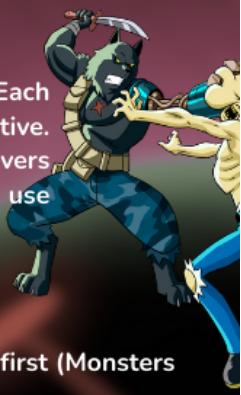


THE DROPSITE This is a rare but useful room, especially if playing with larger groups. While inside, players can access Advanced Action:

Action: Insta-Drop Player inside takes 1  from the deck. Take 1 extra  if playing with 4+ players)

COMBAT

When you enter a Monster room and reveal a Monster card, Combat begins immediately. Each Combat consists of a single attack from each side, starting with the one with higher Initiative. Whoever reduces the opponent's  to zero first wins. Instant Items, Skills and Combat Maneuvers may affect the outcome (see next page). However, players may not equip/unequip items, use Actions or Level Up during Combat. Follow these 4 steps:



1 INITIATIVE (HIGHER SPEED STARTS)

- Activate Combat Skills & Maneuvers, if available (see next page)
- Compare your Character's  with the Monster's - the side with the highest Speed attacks first (Monsters win ties).
- FLEE! At this point, the player may choose to Escape Combat if their  is higher than the Monster's. In multi-Monster Combats, successfully escaping one means escaping all remaining Monsters. See Resolution (below) for more details.

2 AGGRESSION ROUND (FASTER SIDE DEALS DAMAGE)

- The faster side attacks, dealing damage equal to their  Attack power against the opponent's Defense .
- Monster's  &  are indicated on its card; the player's  &  are shown on their Character card:
 -  Indicated by the Combat-O-Nator's position on the Combat Gauge;
 -  Indicated by the number of Defense shields in the Defense area.
- Instant Items may be used to affect these values instantaneously (see next page).
- If the attacker's  is higher or equal to opponent's : Opponent's defeated, proceed to Resolution.
- If the attacker's  is lower than opponent's : Opponent survives, proceed to Retribution Round.
- Exhausted! If the player attacked this round: reduce 1  for each  damaged (adjust Combat-O-Nator) or
- Damaged! If the player defended this round: discard 1  for each of point of Monster 

3 RETRIBUTION ROUND (SLOWER SIDE DEALS DAMAGE IF ALIVE)

- This round only happens if the slower side survives the Aggression Round.
- In that case, repeat all the instructions for the Aggression Round, but this time the slower side attacks.

4 RESOLUTION (FINISH COMBAT)

- VICTORY! If Monster dies in Combat, player takes the defeated Monster into Inventory (that card still counts towards the 10-card limit). CLEAR the room afterwards.
- KO! (Knock-Out) Player lost all . Discard the Monster, CLEAR the room and execute KO sequence (see next page).
- TIE! Neither side has been defeated. Discard the undefeated Monster, and CLEAR the room.
- FLEE! Player escaped Combat. Go back to previous room, discard Monster, DON'T CLEAR room.

Player's  and  won't reset between rounds or after Combat – plan your Actions carefully!



THE MONSTER CARD



1 NAME & TYPE

2 SPEED

3 ATTACK

4 DEFENSE

5 WEAKNESS (see Combat Skills & Maneuvers)

6 MONSTER SKILL

7 MONSTER BOMB You can craft a Regular BOMB using this card (see Crafting p.11)

COMBAT SKILLS & MANEUVERS

As players get new Levels and Equipment, they may access Combat Skills & Maneuvers. Players with equipped Skills and Maneuvers may choose to activate them during Initiative phase of each Combat (unless otherwise noted). If multiple Skills and/or Maneuvers are equipped, player may activate some or all of them.

COMBAT MANEUVERS

Only affect Monsters with a matching Weakness icon (see Monster cards). If that's the case, player in Combat chooses one Monster attribute ( OR  OR ) to become 1 for this Combat.



COMBAT SKILLS

Unique effects are detailed in the respective Skill text (dark-shaded box) found on LevelUps or equipment cards. Some Skills require an activation cost, while others are free to use. Players may choose whether or not to activate an equipped Combat Skill; it is not mandatory.



MONSTER SKILLS

Challenges (or rarely, rewards) contained in some Monster cards. Monster Skills are "always on", so they will cause the described effect whenever they appear in Combat. Monster Skills occur during the Initiative phase (unless otherwise noted).

COMBAT SUPPORT

Players may "band" together to fight a common enemy if 2 or more players are in the same room when a Combat starts. In this case, the banded players decide their roles: LEAD and SUPPORT.

- The LEAD player follows the normal Combat sequence (see previous page).
- The SUPPORT player(s) do not attack opponents directly, so their  values are irrelevant.
- SUPPORT players are also not directly targeted by the opponent's Attack or Skills.

SUPPORT player(s) can assist the LEAD player in 2 ways (either separately or combined):

- During Initiative: activate their own Combat Maneuver to exploit a Monster's weakness (see above).
- During Aggression/Retribution round: contribute any amount of their  when the LEAD takes damage.

KO! (KNOCKED-OUT)

When a player's  gets reduced to zero, regardless of cause, they get KO! (Knocked-Out)

When that happens, execute the KO sequence below:

- ✓ Discard ALL equipped Equipment Cards (don't discard Implants or Inventory).
- ✓ Place KO'd meeple laying down in the Medbay (can Revive next turn, see p.7).
- ✓ KO'd player loses the rest of their turn.
- ✓ If defeated in Combat, discard the Monster(s).



INSTANT ITEMS

These cards and tokens enhance your chances in Combat, help you overcome Drones, and provide other useful effects. The strategic use of Instant Items is crucial for survival...

INSTANT NOODLES can provide various effects, such as aiding in Combat, movement, escaping Turrets, or eliminating Drones. Noodles can be used at any time by any player, even to assist others anywhere on the board. The effect is instantaneous and occurs before an Encounter resolution. Players may use more than one Noodle at a time if needed. Some restrictions still apply (e.g., you can't Level Up during Combat, even with a Noodle card).

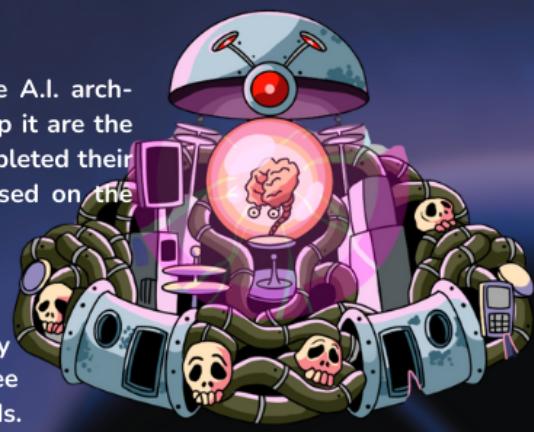


POWA-DRINKS give an instant boost to your Character stats, and can be used in or out of Combat. Discard a Powa-Drink at any time to gain +3  (affects Combat Initiative) OR  (add to Combat Gauge using the Combat-O-Nator) OR +3  (take from the Scrapyard and add to Defense). This benefits only the player using it. Speed and Attack boosts will only last until the end of your turn, while Defense shields persist. You can use multiple Powa-Drinks for accrued bonuses, but remember: these carbonated boosts are rare, so use them wisely!



S.I.M.O.N.

S.I.M.O.N. – Synthetic Intelligence Multi-Organism Network – is the A.I. arch-enemy aiming to conquer the world, and the only ones who can stop it are the players! S.I.M.O.N. will take a turn right after the last player has completed their Actions. During Set Up, choose the appropriate S.I.M.O.N. card based on the difficulty level and the number of players (4 options).



Place 2  on the "Assembly Line," regardless of the player count. When it's S.I.M.O.N.'s turn, players must execute each of S.I.M.O.N.'s Commands in order, from lowest to highest, up to the one indicated by its Upgrade Marker. Each Command affects Drones in unique ways (see below). Once all Commands have been executed, S.I.M.O.N.'s turn ends.

A.I. LOGIC: S.I.M.O.N.'s Commands follow a systematic structure:

- A Qualify the Drone(s):** Determine which  are eligible for the Command. For example: "2  Anywhere", or "1  in Range of the target", or "1  Nearest to the target". Players are free to select any Drone(s) that meet the criteria.
- B Set Movement Range and Target:** Establish the movement range – typically up to 3 rooms – and a target. For example: "move up to 3 rooms towards an armed BOMB". Players are free to move the selected  as they wish, as long as they move towards the Command's target.
- C Execute:** Once target is reached, carry out the specific action. For example: "Disarm BOMB if it has 2  or more", or "Reveal & enter room when map border is reached".
- D Provide an alternative ELSE Command:** if the original Command cannot be completed, execute the alternative. For example: "ELSE 0 - Explore". That will force the Drone(s) to carry out a secondary action if the initial Command is not possible.



0 - ASSEMBLE

Place 1  from the Droneyard in the rightmost open position on the Assembly Line (or 2  in 5 Players/Hard mode). The last (leftmost) position can only be assembled if a "Deploy" room (yellow barrier) has been revealed; if not, skip this Command. Once the Assembly Line is FULL (or if a S.I.M.O.N. Brain is revealed), all the assembled  are deployed simultaneously into the same Deploy room, and S.I.M.O.N. gets an upgrade.

1 - EXPLORE

Two  anywhere move up to 3 rooms towards the edge of the board, then reveal a new room. If a Red barrier room is revealed, the  won't enter, but the room stays open. If S.I.M.O.N. Brain is revealed, the enemy advances: execute Brain sequence (see p.6), including S.I.M.O.N. losing the rest of its turn. If there are no  on the board, execute the ELSE Command 0 – Assemble.

2 - SERVICE (SOLO/EASY MODE ONLY)

One  anywhere moves up to 3 rooms towards any CLEAR room in range, then removes that CLEAR token. If no CLEAR rooms in range, skip Command.

2 - DISARM (#3 IN SOLO/EASY MODE)

The nearest  moves up to 3 rooms towards an armed BOMB within range, then removes it if it has 2  or more on it. If BOMB in range has only 1 , the  will still move towards it but fails to Disarm. If no armed BOMB is in range, execute ELSE Command 1 - Explore.

3 - REPLICATE

(#4 IN SOLO / EASY MODE)

The nearest  within range moves up to 3 rooms towards a S.I.M.O.N. Brain, then adds +1  to that room from the Droneyard (add +2  if playing with 4-5 players). If there are no S.I.M.O.N. Brains in range, execute ELSE Command 0 - Assemble, or skip if playing Solo.

4 - HACK & SLASH

(#5 IN SOLO / EASY MODE)

One  in range moves up to 3 rooms towards the nearest player, who then loses 5  upon encounter. If there are no players in range, then execute ELSE Command 3 - Replicate.

GAME OVER - EXTINCTION

Players lose when S.I.M.O.N. gets fully upgraded.



GAME OVER - DISINTEGRATION

Players also lose immediately when the last of 15 Drones is placed on the board.



LEVELING UP

All players begin the game at Level 1, and should aim to Level Up their Characters as soon as possible. Leveling Up increases resilience, speed, combat effectiveness against Monsters or Drones, and may even grant **Advanced Actions** that can help the party win the game.

LEVEL 1 Each player starts with a unique feral Ability, specific to each Character. These abilities can be passive or need activation, and they cannot be lost or "turned-off".



LEVEL UPS 2-4 These levels are earned throughout the game by spending cards you own, or through special cards or events. Leveling Up can be done anytime, except during Combat or while resolving an Encounter. When you Level Up, select one of the 4 LevelUps you own and put it "face up" in the next available spot on your Character card. You may then use its power when appropriate.



DEVOLVE! Feral Levels are 'dark-side up' versions of your Level Ups. They are either less effective or even detrimental to gameplay. A Feral Level usually occurs when a player gets "Devolved" (see S.I.M.O.N. Brain p.6). Once placed, Feral Levels are permanent, unless reversed inside the REACTOR room (see p.7). In rare cases, a player may intentionally acquire a Feral Level, which can also be achieved inside the REACTOR.



HOW TO CRAFT A BOMB...

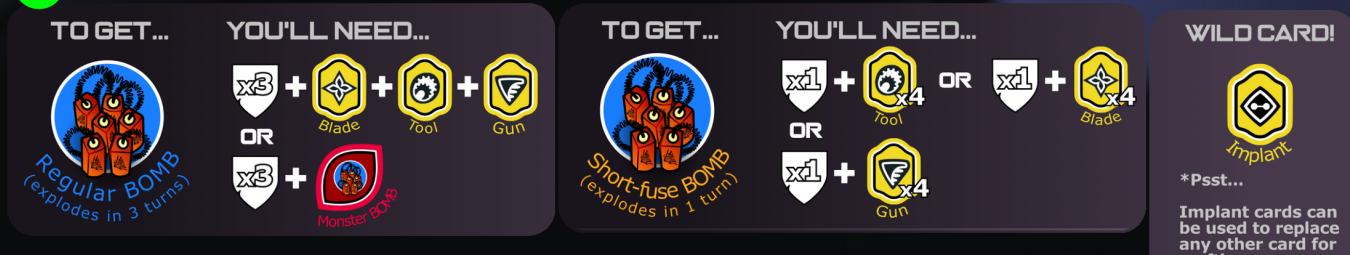
CRAFTING

During the game, players can make BOMBS (and other effects - see below) using items they've collected. Crafting is an instantaneous process that occurs when the player announces the recipe and discards the required ingredients. However, crafting can only be done during the player's turn, and cannot take place during Combat or while resolving an Encounter. All ingredients must be in player's Inventory before crafting begins.

Bomb-Making: One way players can destroy Fusion Core rooms to win the game is by arming a BOMB inside them. There are 2 BOMBS available in the game, but only one BOMB can be armed per Fusion Core at a time.

1 LOCATION: You must be inside one of the 4 Fusion Core rooms (Factory, EMP, Lab, Reactor).

2 INGREDIENTS: You must have all the necessary ingredients in your Inventory before you begin crafting:



3 ACTION: When you're ready, spend 1 Action to arm the Bomb – Place the bomb in the room, add necessary (based on BOMB type above), and discard required ingredients.

4 COUNTDOWN: 1 is removed during each Tick-Tock phase. BOMB explodes when last is removed.

CRAFTING OTHER STUFF... (NO ACTION REQUIRED)

TO GET...

+1 Action



DISCARD...



EXPANSION

THE PURPLE EYE



OVERVIEW & OBJECTIVES

This expansion introduces an optional asymmetric mode where one player takes the role of A.D.A.M. – Advanced Dissidence Annihilation Machine – a super-drone working alongside S.I.M.O.N. This transforms the game into an all-vs-1 scenario, with the A.D.A.M. player opposing the other heroes, adding a competitive twist. There are 2 ways to win as A.D.A.M.:

LIEUTENANT

Through sabotage and direct attacks, A.D.A.M. helps S.I.M.O.N. achieve its victory.

ROGUE

A.D.A.M. destroys 3 out of 4 S.I.M.O.N. Brains (add a “Crushed” token for each) before the hero players can blast 3 Fusion Cores.

EXPANSION COMPONENTS

New Cards: Loot (3), Monsters (14) & Mystery (6)



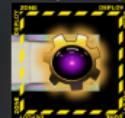
Character Card: A.D.A.M. (1)



A.D.A.M. Level Ups (10 chits)



New Room Tile:
The Purple Eye (1)



Victory Token:
CRUSHED (3)



EXPANDED GAME SET UP

- 1 UPLIFT ME** One player (decided by the group) takes on the role of A.D.A.M. instead of an Uplifted character. This allows 1–5 “heroes” plus 1 A.D.A.M. player, for up to 6 players total.
- 2 PREP DECKS** Include cards marked with the “Purple Eye” icon before preparing the decks.
- 3 STACK ROOMS** Prepare the room stack using the original game instructions. Place the “Purple Eye” on the play table with one of its walls against the Medbay, then place the A.D.A.M. meeple in it.
- 4 LOOT THE BAY** Proceed normally using original game instructions.
- 5 SUIT UP!** Follow normal instructions from the original game. A.D.A.M. begins at Level 0 with Attack 0 and 3 Defense shields. A.D.A.M. always starts the game regardless of Noodly player, then game proceeds clockwise. A.D.A.M. also controls S.I.M.O.N. and Drones’ actions (note: S.I.M.O.N.’s turn still happens after all players have acted their turns, just like the original game).

THE A.D.A.M. CARD



- 1 DEFENSE** Defense Shields go here
- 2 ATTACK POWER** (starts at zero, can be increased with Level Ups)
- 3 SPEED**
- 4 HORDE SLOTS** Equip Monster cards on your turn
- 5 PICTURE & NAME**
- 6 LEVEL UP SLOTS** (Max Level depends on number of Uplifted players)

A.D.A.M.'S TURN SEQUENCE

A.D.A.M.'s turn follows a similar structure to the hero's turn but with villainous objectives:

1 TICK TOCK... COUNTDOWN FOR ARMED BOMB

Treat this turn phase exactly like a hero player (note: A.D.A.M. has a Level Up that may revert the clock).

2 GET READY! RECRUIT OR REPAIR

You must decide each turn whether to Recruit or Repair.

- Recruit: you may "equip" (or replace) up to 2 Monster cards you own in your Horde slots.
- Repair: CLEAR 2 Encounter rooms adjacent to you, then flip one Short-circuited LevelUp back to its original side. If there aren't enough Encounter rooms to CLEAR adjacent to you, Repair won't work.

3 DO SOMETHING! PERFORM ACTIONS

- A.D.A.M. has as many Actions per turn as there are hero players he's facing.
- Basic Action: MOVE. A.D.A.M. starts with the ability to walk and explore the Facility. Each room you move into is 1 "Move" Action.
- Advanced Actions: as A.D.A.M. levels up, additional unique abilities become available.
- Once you've done all your Actions, the player to your left begins their turn (clockwise).
- NOTE: A.D.A.M. cannot own Loot cards, Craft or use Noodles.

A.D.A.M.'S MOVEMENT

- A.D.A.M. moves just like a Drone. He can move to any adjacent room (up, down, left, right) ignoring walls and locked doors. Each room entered costs one Action.
- No-Drone Zones (red barrier rooms) are off-limits to A.D.A.M. He cannot enter or pass through. He can still reveal a red barrier room when exploring, but he cannot enter it.
- Special Passages: Some abilities allow A.D.A.M. to move between rooms.
- The Purple Eye Effect: when a hero player enters the Purple Eye room, A.D.A.M. is instantly teleported into it, and Combat ensues. CLEAR the Purple Eye after resolution.



ENCOUNTER ROOMS

When A.D.A.M. enters a room with an encounter icon, a special effect is immediately triggered:



LOOT! Instead of taking Loot cards from the deck, A.D.A.M. takes 1 from the Scrapyard for each icon in the room.



MYSTERY! Take 3 cards from Mystery Deck, and put them back in any order.



MONSTER! Take a card from Monster Deck into your Inventory (can't have more than 10 cards in inventory, discard excess cards immediately).



TURRET! You've disabled it and scavenged it for parts. Take 3 .



ALIEN LANDING! (Expansion) Either remove an active CUBETRON from any player, OR take all from CUBETRON pile.



CLEAR! All Encounter rooms will CLEAR after they're resolved.

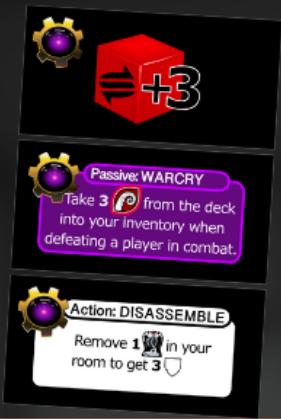
OTHER SPECIAL ROOMS

- FUSION CORES: A.D.A.M. may enter normally, but he cannot access **Advanced Actions** in these rooms.
- S.I.M.O.N. BRAIN: if A.D.A.M. reveals a Brain while exploring, effects will trigger as normal (see p.6), including A.D.A.M. losing the rest of his turn.
- MEDBAY, HELIPAD, DROPSITE (Red barriers): A.D.A.M. can't enter or pass through.
- PURPLE EYE: This is where A.D.A.M. starts the game. While it has no other purpose for him, if any hero player enters this room, A.D.A.M. is instantly moved into it, and Combat ensues.

LEVELING UP

ADAM has a unique progression system that differs significantly from hero players:

- Levels 1, 2, 4 & 6: A.D.A.M. gets a Level Up immediately whenever S.I.M.O.N. gets an upgrade, as indicated by the Brain icons on the A.D.A.M. card
- Levels 3 & 5: A.D.A.M. gets a Level Up by defeating a hero in Combat, as marked by special icon.
- Maximum Level: A.D.A.M.'s Maximum Level is determined by the number of hero players: Max Level 2 if facing 1 hero, then +1 Max Level for each additional hero up to a maximum of 6.
- Certain Monsters and Mystery Events may also trigger a Level Up, but those are still subject to the Max Level limit.



COMBAT VS A.D.A.M.

Whenever A.D.A.M. ends up in the same room as one or more hero players – whether it's his turn or theirs – a Combat is immediately triggered:

- If A.D.A.M. has Monster(s) loaded in his Horde slots, he may deploy them one at a time before engaging directly. In that case a player-vs-Monster Combat occurs (see Combat, p.8).
- If the hero player survives Combat with all Horde Monster(s), they must face A.D.A.M. himself. In this final Boss battle, the hero does not reset their Attack or Defense values, making A.D.A.M. an especially deadly opponent. The Combat sequence proceeds as normal.
- A.D.A.M. doesn't need to prepare Attack or Defense like the hero players - he's always combat-ready! Attack power is the sum of all bonuses, while Defense is the number of on his character sheet.
- Noodle-proof: Noodles have no effect on A.D.A.M. but they will work normally against Horde Monsters.
- The Purple Eye Effect: If a player enters the Purple Eye room, A.D.A.M. is instantly teleported into it, and Combat immediately begins.

A.D.A.M. VS MULTIPLE PLAYERS

When a Combat starts against A.D.A.M. in a room with more than one hero, the heroes may choose to band together just like they would when facing regular Monsters. However, if A.D.A.M. is the one initiating the Combat, he gets to choose which hero becomes the LEAD in the fight (see Combat Support, p.9). The selected LEAD will face A.D.A.M. directly, while the other hero player(s) provide support. This mechanic gives ADAM a strategic edge, allowing him to target the weakest – or most vulnerable – hero first.

KO / DESTROYED

A.D.A.M. gets destroyed when his go to zero. When this happens, follow these steps:

- ✓ Lay A.D.A.M.'s meeple on its back in S.I.M.O.N.'s Assembly Line. He is considered inactive and remains there until S.I.M.O.N. deploys its assembled Drones (see p.10).
- ✓ While in the Assembly Line, A.D.A.M. has no Actions and is unaffected by effects caused by players, Mystery events, Monsters or rooms (including the Purple Eye Effect - see above).
- ✓ When S.I.M.O.N. deploys Drones from the Assembly Line, A.D.A.M. is deployed alongside them, returning to the board with 3 shields. If there are no shields in the scrapyard, players must donate from their own reserves.
- ✓ Each time A.D.A.M. is destroyed, one of his Level Ups gets "short-circuited": flip that Level Up with the "short circuit" side up. If a hero player defeats A.D.A.M. in Combat, that hero chooses which Level Up is short-circuited. Otherwise, the A.D.A.M. player makes the choice.





EXPANSION ALIEN LANDING

Aliens have landed in the Facility, leaving behind a mysterious artifact of unknown origins: the CUBETRON. If only the Hoomanz were alive to witness this close encounter of the third kind... The Alien Landing expansion introduces optional character enhancements through the CUBETRON – a powerful hexagonal token that grants special powers but requires a maintenance cost to remain active.

EXPANSION COMPONENTS

CUBETRON (5 tokens)



New Cards: Mystery (6)



New Room Tile:

Alien Landing (1)



EXPANDED GAME SET UP

1 UPLIFT ME Proceed as per original rules.

2 PREP DECKS Include cards marked with the “Alien Landing” icon when preparing Mystery Deck. also shuffle the 5 CUBETRON tokens and form a pile next to the decks.

3 STACK ROOMS Prepare room stack as per the original game instructions. Place “Alien Landing” room on the play table with one of its corridors against the Medbay.

4 LOOT THE BAY Proceed normally as per original game instructions.

5 SUIT UP! Follow normal instructions from the original game.

ENCOUNTER & UPKEEP

The Alien Landing is a new Encounter room. As with other Encounter rooms, it only works when it's not CLEAR. The player entering this room triggers and resolves the following effect before their next Action:



A hero player entering this room must take a CUBETRON token from the top of the pile - along with any and all that may be on top of that pile (see below), then CLEAR the room. Place the CUBETRON immediately on that player's Influence Slot (see Character Card, p.4). Player with an active CUBETRON may NOT get another CUBETRON unless the first one is discarded.



UPKEEP: During each Tick-Tock phase, a player with an active CUBETRON must put 1 from their own Defense on top of the CUBETRON pile. If they cannot – or choose not to – the CUBETRON is also discarded to the bottom of that pile. The CUBETRON is also discarded to the bottom of the pile if / when the player gets KO'd.



Purple Eye + Alien Landing Expansions: if A.D.A.M. enters the active (non-CLEAR) Alien Landing room, he may choose to: Remove an active CUBETRON from any player, OR Take all the from the top of the CUBETRON pile

SAVE THE HOOUMANZ, SAVE THE WORLD

ALL HOOUMANZ ARE DEAD is a cooperative dungeon-crawling adventure board game for 1-5 players ages 12+ (1-6 with expansion), where each person plays as a cybernetically enhanced animal against a common enemy called S.I.M.O.N., the ultimate Artificial Intelligence that turned against its creators and decimated the entire staff from its hi-tech facility with a genetically engineered VIRUS.

The main game objective is to stop S.I.M.O.N. before time runs out, which requires players to cooperate, gain skills and equip the best items found throughout the game. The game lasts for about 1.5 hour of tension, action and adventure, as the board gets revealed piece by piece ("room" tiles), each step bringing a surprise consequence. Fight monsters, gather treasures, survive random events, but at all costs prevent S.I.M.O.N. from taking over the world!

COOPERATIVE The original game rules work with all hero players cooperating to defeat the evil A.I. (S.I.M.O.N.) before their time runs out.

INDIE-MADE All Hoomanz Are Dead has been proudly designed, illustrated, tested, procrastinated on, redesigned and crowdfunded by an independent creator, with valuable help from family, friends & the community.

SOLO A single player can also enjoy the game without add-ons / third-party adaptations. It's fully organic & homegrown for your gaming pleasure!

ASYMMETRIC OPTION Expanded rules allow one player to become a villain other players will have to deal with. This opponent has unique skills, making this expansion a fun way to play competitively.

CHOOSE YOUR HERO

The game contains 8 Hero Characters, plus one Villain expansion character for you and your friends to choose from, each having their own unique sets of skills.



WENDY (*Sylvilagus floridanus*)
CLASS: TECHNOMANCER / HERO
ABILITIES: Wields an antimatter staff capable of opening wormholes and quantum portals
GOOD FOR: High mobility for self and others

CAINE

(*Pan paniscus*)
CLASS: MEDIC / HERO



ABILITIES: Science! Can self-heal and cure any form of infection.
GOOD FOR: Not dying



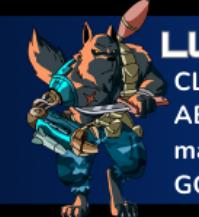
DIANA (*Felis catus*)
CLASS: HUNTER / HERO
ABILITIES: Carries a long bow with piercing arrows, and skips through clear rooms
GOOD FOR: Mobility, mid-range Drone killer

KLOZ

(*Rousettus aegyptiacus*)
CLASS: PSYCHIC / HERO



ABILITIES: Trade blood for strength, and vice-versa
GOOD FOR: Defense, feral mobility



LUKE (*Canis familiaris*)
CLASS: SOLDIER / HERO
ABILITIES: Skilled with guns and combat maneuvers.
GOOD FOR: Combat, close-range Drone killer

BEAU

(*Calumma oshaughnessyi*)
CLASS: TRADER / HERO



ABILITIES: Can haul enormous amounts of goods and equipment to use or trade
GOOD FOR: Support, "getting stuff"



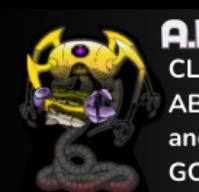
SLICK (*Rattus norvegicus*)
CLASS: HACKER / HERO
ABILITIES: Can hack Drones, locked doors, trapdoors and security cameras
GOOD FOR: Mobility, long-range Drone killer

ASARI

(*Naja kaouthia*)
CLASS: ASSASSIN / HERO



ABILITIES: Deadly bodily blades
GOOD FOR: Combat, Drone mass-killer



A.D.A.M. (*Advanced Dissidence-Anihilation Machine*)
CLASS: SUPER-DRONE / VILLAIN
ABILITIES: Manipulate Drones, sabotage the facility and throw monster hordes at the heroes.
GOOD FOR: Making heroes' lives miserable



Check out our webpage for FAQ, Special Thanks, Digital Rulebook & Video Tutorial