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# v1

Jan 2025

Game: **ALONE**  
Publisher: **Horrible Guild (2019)**

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**For best results, print at 100% (on double-sided paper), laminate and trim to size.**

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# A L O N E

## SETUP

Choose one player to be the **hero**; the other player(s) are the **evil** players. The hero sits at the opposite end of the table from others.

### HERO SETUP

The hero chooses a **difficulty level**:

**Easy:** Randomly take 1 of the 3 **bullets** cards, then draw 1 other random item card. Mid-game rewards: Gain 1 additional round, then recover 3 **LIFE** and 3 **SELF CONTROL** .

**Normal:** Take 1 random item card. Mid-game rewards: Gain 1 additional round, then recover 3 **LIFE** and 3 **SELF CONTROL** .

**Nightmare:** Take 1 random item card. Mid-game rewards: Recover 3 **LIFE** and 3 **SELF CONTROL** .

**Impossible:** No starting items. No mid-game rewards.

Take the **hero sheet** and your **tray** of tokens. Choose or randomly draw 1 **character card** and place it on the hero sheet, hero side up, then read its effects aloud.

You can use both sides of the charge tokens on the radar and room sector spaces to note information gathered during the game.

Place the and **health markers** on the 12th space of the corresponding health tracks of the hero sheet. Place the green **round marker** on the rightmost space of the round track (between the 2 health tracks). Place 1 **turn token** on each turn space, blue sides faceup. Place 3 **adrenaline tokens** in the adrenaline pool space to form your starting adrenaline pool.

Place the **item deck** facedown next to the hero sheet. Draw your starting items according to the chosen difficulty level and read their effects aloud.

Place the **reference cards** next to the hero sheet. Place the **creature stats card** nearby with its regular/green side faceup.

Shuffle the red **final mission cards**, then randomly draw 1 card and place it next to the hero sheet. Shuffle the blue and green **starting mission cards** separately and randomly draw 1 card from each deck, one at a time. All missions must all have different room sector icons, so if you draw one with a duplicate icon, discard it and draw another until a different icon is drawn.

Read the mission cards aloud. If any of the starting missions have *when revealed* effects, apply them (do not apply the setup procedure of the final mission).

Place 3 **mission tokens**, 1 of each color, in the top left square of each room sector space with a corresponding icon on the hero sheet. Then give the remaining mission tokens to the evil players.

### EVIL SETUP

Place the **screen** between the evil players and the hero (dice rolls are always public). The evil players take their tray of tokens.

If playing with more than 2 players, choose or randomly pick 1 evil player to be the starting evil leader, and give them the **evil leader token**. They coordinate the evil team. Evil players must ask for the leader's approval before playing reaction cards, but they can never explicitly describe or show their cards to other evil players.

When the game asks you to communicate something you cannot lie: you must give the hero correct and clear information.

Randomly place 2 **map sheets** behind the screen, vertically oriented and next to each other; this is the game's **map** (you can use either side of the sheets, and rotate each sheet 180°).

Place the **stairs tokens** of both colors to identify the 2 sets of stairs; only stairs of the same color are connected to each other.

Randomly place 1 large **room sector token** in each room sector space on the map.

Place the 3 mission tokens received from the hero on the room sector tokens corresponding to this game's missions. You may then swap the positions of any 2 room sector tokens.

Place the **hero miniature** matching the hero's character card, the **dice**, the **creature miniatures**, the **door tiles**, the **sector tiles** and the **room sector tiles** within reach.

Place the **hero token** on the map, in a **corridor sector** of your choice. The map is completely **dark** at the start of the game.

Choose 2 of the 4 **reaction decks** – **fury** (red), **speed** (blue), **terror** (green) and **traps** (purple)— and return the unused decks to the box.

Shuffle each deck separately, then draw cards depending on the number of evil players in the game:

**1 evil player:** Draw 10 cards, freely drawn from either reaction deck.

**2 evil players:** Draw 6 cards each. Each evil player may only ever draw from their own reaction deck. The starting evil leader chooses a deck first.

**3 evil players:** Draw 4 cards each. The starting evil leader decides which decks the others take as their own. During the game, the evil player sitting between the other 2 may draw cards from both reaction decks in any combination, while the other evil players must draw from their own decks.

When the game tells you to draw cards, the evil leader decides how to distribute these draws among the evil players.

Place 2 **creature tokens** of your choice in 2 different sectors chosen from the mission room sectors and adjacent sectors (but not in the hero's sector).

Place 2 **danger tokens** on each level of the map in any sector except the hero's sector.

Create the **labyrinth** by placing the **sector tile** corresponding to the hero's position in front of the screen, on the hero's side of the table, with the hero miniature on top of it. Sector tiles have dark and light sides, but extra artwork on them has no gameplay effect.

Finally, place the **compass** next to the map, so that the cardinal points are oriented to match the hero sheet.

## HERO ACTIONS

When you are the hero, it is always your turn; the evil players can only play in reaction to your actions.

During the game, the round marker moves to the left at the end of each round. You may also gain additional rounds during the game (in which case, move the marker to the right). When the marker reaches the final space, the game enters **nightmare mode**.

Each round consists of 8 **turns**. Each turn, declare the 1 action you wish to perform, flip a turn token facedown, then resolve the action.

Actions may also be used to activate the effect of items in your inventory (the card text overrides the regular effect of the action). Using items still triggers reactions related to the used action.

After your action has been resolved and the evil players have the opportunity to play their **reactions**, the turn ends.

### ADRENALINE

There are 2 ways you can spend adrenaline tokens: **recover health** or trigger **bullet time**. You can do both things in a single turn, but you can only spend 1 adrenaline for each purpose.

**Recover health:** At the start of each turn, you can spend 1 adrenaline token to recover 1 or 1 . Flip the turn token for this turn, and place 1 adrenaline token with the *recover* side up on top of it.

**Bullet time:** At the start of each turn, before declaring your actions, you can **trigger bullet time by spending 1 adrenaline token**. Flip the turn token for this turn, and place 1 adrenaline token with the *bullet time* side up on top of it. Bullet time allows you to perform 2 actions in a single turn, and both actions can trigger the related allowed reactions.

### LINE OF SIGHT (LOS)

If you move next to any **unrevealed lighted sectors**, the **evil players must reveal all of them that are now in your LOS**.

LOS starts from the hero's sector and extends through all revealed sectors in a straight line in every possible direction. It is only interrupted by a wall (such as a curve sector or T-junction), a door that is not adjacent to the hero's sector, an unrevealed sector, or a sector on the other side of a set of stairs.

The hero's sector is always in LOS. An unrevealed sector is never in LOS, but a revealed sector can either be in LOS or not in LOS.

When you are in a sector with a door, and the sector on the other side of the door is revealed, that revealed sector is in LOS. A door that is not in the hero's sector is closed and blocks LOS.

### REVEALED & UNREVEALED, DARK & LIGHTED

Everything that is present in the labyrinth is **revealed**; everything that is not, is **unrevealed**.

Revealed sectors are may still be **dark**. When a sector is revealed, everything it contains (doors, stairs, LCU, creatures, danger and condition tokens) is revealed. You see what happens in all the revealed sectors until the end of the round, even if they are out of LOS.

**Lighted** sectors may be unrevealed, but must be revealed when they enter the hero's LOS.

Apart from using an **INTERACT** action in a sector with a LCU to repair that LCU, you can switch the lights on in a sector by using an item card effect that switches on the lights, or resolving a mission card whose reward switches on the lights.

## MOVE

**Move to an adjacent sector.** Declare the direction you want to move (N, S, E or W), using the radar on the hero sheet.

When you move into an unrevealed sector, you automatically reveal it. The evil players update the labyrinth according to the map, revealing all elements of the sector that you just entered.

Sectors connected by the same color of stair tokens are considered adjacent. When you move to another level, the evil players immediately remove from the labyrinth all the sectors from the level you left, with the exception of the sector with the stairs.

Both you and creatures can freely move through doors. However, **after each movement step, you may also block 1 adjacent door**. While a door is blocked, nothing can move through it, including you. Adjacent sectors that are linked through a blocked door are no longer considered adjacent.

To move through a blocked door, you must first spend an entire turn without moving to unblock it. Evil players can unblock doors by spending 1 step of movement.

### ENCOUNTERING CREATURES

If you enter and reveal a sector containing a creature that wasn't already revealed, you lose an amount of as shown on the creature stats table in the column. This also happens if a creature enters your sector from an adjacent unrevealed sector as a consequence of a reaction.

Whenever you leave a sector that contains any creatures, the evil players get 1 **attack of opportunity**. They roll 1 for each creature in the sector, and you lose 1 for each hit. If the sector you are leaving is lighted, this attack is reduced by 1 .

## NOISE

When a creature spawns in a sector, or reaches a sector at the end of its movement, it produces **noise** originating in that sector. Evil players must communicate to you the cardinal direction the noise is coming from, by checking the shortest path from you to the source of the noise. This path cannot be drawn through blocked doors.

If there is more than 1 route with the same distance, the evil players can decide which direction they communicate to you. If the noise comes from the other level, they will only tell you it is coming from the other level. You can use charge tokens on the hero sheet's **radar** grid to keep track of the noises you hear.

## EXPLORE

**Reveal up to 2 adjacent sectors** in a straight line from your sector, without entering them.

A wall (such as a curve sector or T-junction), a non-adjacent door or a blocked door interrupts the exploration. First declare the direction in which you want to explore, then the evil players must update the labyrinth, revealing all of the elements of the sectors just explored.

If you explore through the stairs, only the single sector on the other end of the stairs is revealed.

If there are any **danger tokens** in your sector or any of the newly explored sectors, **you may discard 1 of these tokens**. You may also explore sectors that are already revealed just to remove a danger token from them.

## FIGHT

**Attack a creature in your sector.** Declare the target and roll 2 : the number of **hits** is the amount of damage dealt to the target. Other results are **misses**, but if your sector is **lighted**, count as hits.

When using an **item** to attack, the card's text overrides the regular action.

A creature's **LIFE POINTS** value consists of 2 numbers: the first is the amount of damage you need to deal with a single attack to inflict the **first wound**, and the second number is the amount of damage you need to deal with a single attack to inflict a **second wound** (and kill it). If you don't deal enough damage to reach one of these threshold values, that damage is lost.

When a creature is wounded, the evil players flip its creature token to the wounded side. The evil players must always tell you if a revealed creature is wounded or not.

### CREATURE ATTACKS

A creature automatically attacks if it is in the hero's sector at the end of a turn (no reaction cards need to be played).

The evil players roll the number of dice in the column of the creature stats table, depending on whether the sector is dark (first number) or lighted (second number). You lose 1 for each **hit** . If the sector contains a **danger token**, count as hits. The evil players can also play certain reaction cards when you take damage.

## LOCATE



**Check your distance from 2 targets you declare.** Anything on the map can be chosen as a target.

The evil players must check the map and tell you the shortest distance (in number of sectors) between your sector and each target, and the level each target is on.

**Blocked doors do not interrupt this shortest distance.**

Unless you ask for a specific target, the evil players will tell you the distance from the nearest target of that kind.


## SCAVENGE

 **Draw item cards and upgrade the items in your inventory.** Draw 1 card from the item deck, or 3 cards if you are in a room sector (this can only be done once per room per game; place a charge token on the  space of the appropriate room on your hero sheet to mark the rooms you've scavenged).

Place the item cards in your inventory. Unless otherwise specified, also place 3 charge tokens (blue side up), on each item drawn. After drawing items, if you have more than 6 items in your inventory, discard down to 6.

Finally, you may then upgrade any items in your inventory (including newly drawn ones). Take 1 charge token from another item with the correct **matrix** (*chemical, electrical, or mechanical*) flip it to the green side, and place it on the required component space of the item card you want to upgrade. This can be done multiple times during the same scavenge action.

## INTERACT



 **Interact with LCU's or other devices.** Declare an eligible target in your sector. An interact action repairs a LCU selected as a target. Mission cards may ask you to perform interact actions to complete a mission.

**When an LCU is repaired, it will switch on the lights in the LCU's sector and in up to 2 adjacent sectors in a straight line from that sector,** in a direction of your choice. If lights are switched on in an unrevealed sector that would be in LOS, that sector also gets revealed. You may repair the same LCU more than once in order to switch on the lights in different directions.


The evil players update the labyrinth according to the map, flipping sector tiles to the lighted side and revealing new sectors, if needed.

## EVIL PLAYER REACTIONS

At any moment after you declare your action, the evil players may play cards as a **reaction**:


- Play a reaction card facedown as a **standard reaction** to any hero action. This allows them to **move 1 creature 0-1 sectors or spawn 1 creature.**
- Play a reaction card faceup as an **allowed reaction** to a specific hero action. The **action icon** in the top left corner of each reaction card indicates which action triggers it; in addition, some cards can only be played when the hero takes **LIFE** damage () or **SELF CONTROL** damage ()

**The evil players may only play up to 2 reaction cards each turn.** Place the first reaction card played in each turn vertically on the leftmost empty space of the hero sheet's reaction track. If the evil players play a second reaction card that same turn, place it horizontally, covering the next 2 empty spaces of the track.

Reaction cards marked with  are **instant reactions** and can be played during the hero's turn. If a reaction card is not so marked, it can only be played at the end of your turn.

Usually, only the effect of the first half of a reaction card is applied. If the card becomes **dangerous**, also apply the effect of the second half. A card is **dangerous** if it is **played when the hero is in a sector with a danger token.**

## CREATURE SPAWNING & MOVEMENT

A creature can be **spawned** in a sector anywhere on the map, but no closer to the hero than the **minimum spawning distance** shown on the creature stats table in the  column.

There can **only be up to 4 creatures on the same level at the same time** (a total of 8 on the whole map), unless specified otherwise. The creatures you can spawn of each kind is limited by the number of tokens.

When the limit is reached for a level, no more creatures can be either spawned or moved into that level.

When a creature leaves a revealed sector and moves into an unrevealed sector, the evil players must make clear to the hero which direction it left before removing it from the labyrinth.

**At the end of each turn, if a creature has moved into a lighted sector that is not the hero's sector, the evil players switch the lights in that sector off.**

Some reactions may allow creatures to switch off the lights in the hero's sector. A creature cannot switch off the lights if it didn't move into the lighted sector this turn.

## END OF THE ROUND

**At the end of the 8th turn of a round, after the evil players have the chance to react, the round is over.**

Follow these steps:

### 1. REACTION TRACK CLEANUP



The evil players set aside a number of **danger tokens** from the pool equal to the number of danger symbols still visible on the reaction track.

They then remove the reaction cards from the track, placing them on their corresponding discard piles.

### 2. LABYRINTH CLEANUP

The evil players remove all sector tiles from the labyrinth, except for the hero's sector tile, all the adjacent sectors, and all the lighted sectors in your LOS.

### 3. REPLENISH ADRENALINE

The hero player restores their adrenaline pool to its maximum (on the adrenaline track, the lowest value between the  and  positions).

### 4. DRAW REACTION CARDS

The evil players may discard any number of reaction cards, then draw new ones up to their hand limit. If a deck is empty, shuffle the discards to form a new deck.

### 5. PLACE DANGER TOKENS

The evil players place on the map the danger tokens they set aside earlier. They cannot be placed in the hero's sector or in their LOS. There can be only one per sector, and a **maximum of 8 danger tokens** on each level. You may remove some to place new ones.

### 6. END OF ROUND EFFECTS



If there are mission or hero cards in play with end of round effects, apply them now.

### 7. MOVE THE ROUND MARKER

The hero player moves the round marker to the left on the round track. If the token reaches the final space of the track, **nightmare mode** is triggered (flip the round marker to the purple side).

Finally, the evil leader passes the evil leader token to the evil player on their left.

## HERO DAMAGE & HEALING CAP


Heroes track **LIFE**  damage and **SELF CONTROL**  damage on the hero sheet. If one of the tracks reaches 0, when you take more damage of that kind, you must lower the other track instead (the kind of damage does not change for the purpose of applying rules and effects). **If both tracks reach 0, you lose the game.**







The position of the round marker between your health tracks determines the **healing cap**. You can never recover beyond the healing cap. Also, if any of your health markers are already beyond the healing cap, you can't recover health of that kind until it has dropped below the healing cap.




## EXPERIENCE




When you kill a creature of a certain type (or from some card effects), you gain an **experience point** in the ability corresponding to that type. Mark this by placing a charge token (blue side), in the matching ability space on the hero sheet. When you gain a second experience point in the same ability, you unlock the ability for the rest of the game: turn the charge token to the green side.




You don't gain experience for the death of unrevealed creatures. You can only gain up to 2 experience in each ability.






 When you kill a boss, you gain 1 experience point in 2 different abilities of your choice.

   **Courage:** When you would lose  after a creature encounter, you may force evil players to roll 1  once. If the result is a miss, reduce the  damage you take by 1.


   **Cold blood:** Your adrenaline pool is permanently increased by 1 (you gain the additional token at the end of the round, not immediately).



   **Acute sight:** When you perform a **scavenge** action, you may draw 1 additional card



   **Precision:** When you perform a **fight** action, you can reroll 1 **miss** result once.

   **Dexterity:** When you would lose  after a creature encounter, you may force evil players to roll reroll 1  result once.

## ITEMS


**Action item cards** can only be activated when performing a specific action (indicated by the icon on the top left corner). You must also discard 1 **charge**  token from that card after declaring the action. The card's text overrides the effect of the regular action.

**Passive item cards** have  in their top left corner. To activate their effect, you must discard 1  when the card's trigger condition occurs.

When using an item, unless otherwise specified, you may only discard 1  from the card each time it is activated (so you can only activate its effect once per action). If the last  from an item is used, that item is no longer usable and is immediately discarded.


If an item allows you to perform an extra action, both actions (the action activating the item and the extra one) trigger the related allowed reactions.





## COMPANIONS

Each character in the game can either be used as the **hero** or as a **companion**. Companions can be obtained during the game as a reward for completing certain missions. Put 6  on their card to track their **HEALTH POINTS**.

When in play as a companion, a character has 2 kinds of abilities:


**Sacrifice abilities:** Once per game, at the start of a turn, you may discard the companion card and any remaining charges to activate a one-time effect.

**Companion abilities:** Each time the ability is activated (at a time specified on the card), you must discard 1  from the companion.

If the last  from the companion is discarded, immediately discard the card. When the evil players deal damage to you, they may decide to deal all of that damage to the companion instead. You must remove 1  for each  and/or  damage dealt to the companion in this way.

## NIGHTMARE MODE

**When the round marker reaches the final space of the round track, nightmare mode is triggered.** Nightmare mode lasts until the end of the game, and is irreversible.

Flip the creature stats card to the *nightmare* side. Also, at the end of each round, the hero loses 2 **SELF CONTROL** .

## THE LABYRINTH

The map has 2 different levels (each in a 4x6 grid), and always exactly 4 room sectors. The distance between 2 room sectors is always 3-8 sectors. Each level has stairs that lead to the other level; always roughly halfway down the 2 longer sides of each level.

There always 4 **light control units** (LCUs) on each level of the map. Each can switch on the lights in their sector and at least 2 other sectors. You can always switch on the lights in at least 2 out of the 4 rooms of a level, while at least 1 room is always dark.

A room sector always has 2 or 3 doors. When there is a door, there is always a room sector behind it. Doors open when they are adjacent to the hero, but when the hero is not in the door's sector, they are closed and interrupt LOS.

## UPDATING

The evil players must update the map and the labyrinth when the hero moves to or explores an unrevealed sector. If a tile required is not available in the pool, use an appropriate tile already part of the labyrinth that is farthest away from the hero's sector.

**Light:** Whenever lights are switched on in a sector, place a light token in it, and remove it when the lights are switched off. If a sector with the lights switched on enters the hero's LOS, immediately reveal that sector and flip it to its lighted side. If the lights are on in a revealed sector, flip that sector to its lighted side.

**Movements:** Place, move and remove creature tokens to track your creatures, and move the hero token to track the hero.



**Creatures:** Flip the creature tokens of any wounded creatures and remove the miniature and token if one is killed.

**Doors:** Always reveal doors when revealing any sector with adjacent doors. When the hero (or some cards) blocks or unblocks doors, mark the blocked doors with blocked tokens on the map and the labyrinth (and remove them when they are unblocked).

**Environment:** Place and remove danger tokens, and place condition tokens if necessary.

## MISSION OVERVIEW



To complete a mission, the hero must reach a specific room sector and perform some specific actions, as described on the card.

There are 2 kinds of **starting missions**. Green starting missions () grant the hero a bonus when they are completed, while blue starting missions () add an ongoing hindrance that remains active until they are completed. Missions also detail any rewards obtained by the hero when they are completed.

At the start of the game, the final mission is locked and the hero cannot attempt it. The hero must complete 1 of the 2 starting missions in order to trigger the final mission. **Once the first starting mission is completed, completing the other is optional.**

When the final mission is triggered, if it has any special effects they come into play. Also, **mid-game rewards** may be awarded to the hero (depending on the difficulty level). These are not awarded if/when the hero completes the other starting mission.

When the hero completes the final mission, the game instantly ends and the hero wins.

The evil players instantly win the game if your **LIFE**  and **SELF CONTROL**  tracks are *both* lowered to zero.

# ALONE

All these expansion modules can be used separately or together, and in combination with other expansion modules.

## DEEP EXPANSION

### SPECIAL CREATURES

#### ADDITIONAL SETUP

The evil players shuffle the **special creatures cards** and draw 3. All 3 cards must have different creature icons: if not, discard and draw others they're all different.

If any of the special creatures drawn are also on one of the mission cards, discard that special creature card and draw another until a card with a different creature is drawn. To follow this step, you may end up with fewer than 3 special creatures in the game.

The evil players place the **miniatures** for the drawn special creature cards next to the screen, so the hero knows which creatures will be in the game. They also take the corresponding **special creature tokens**.

#### SPAWNING A SPECIAL CREATURE

As a reaction, the evil players may spawn one of the available **special creatures** by playing a **faceup reaction card** showing the corresponding creature symbol.

If they do so, the regular and dangerous effects of the reaction card played are ignored. The reaction card is played faceup on the reaction track, and is treated as one of the 2 possible reaction cards that the evil players may play in a turn.

Spawning a special creature is considered a **standard reaction**, and it can always be played as a reaction to any hero action. Follow the normal rules for spawning creatures.

#### MOVING A SPECIAL CREATURE

Each special creature card shows the symbol of a regular creature. They are moved in the same way as regular creatures:

- By playing a standard reaction, or
- By playing a move reaction card with the matching creature icon on it, or
- By using an effect that makes creatures move.

Use the special creature tokens like regular creature tokens on the map to keep track of the position, movements, and health status of the corresponding special creature.

#### KILLING A SPECIAL CREATURE

Each **special creature can only be spawned once**. Once killed, discard its card; the evil players cannot spawn it again. When a special creature is killed, the hero gains an experience point of the corresponding type (check the creature icon).

#### SPECIAL CREATURE STATS

The stats of each special creature are shown on the corresponding special creature card. Each special creature also has a unique power that is activated as long as the creature is on the map.

### SPECIAL ROOM ACTIONS

#### ADDITIONAL SETUP


Give the **special room reference card** to the hero.

#### SPECIAL ROOM ACTIONS

**Special room actions** can only be used in the 5 room sectors that are not involved in one of the missions.

Each room sector has a special room action that can be used when performing a **scavenge** action while in that room.

Each **special room action may only be used once per game**.

When the hero uses a special room action, they must place a charge token on the  space of the appropriate room on their hero sheet. Therefore, if the hero uses a special room action, they forfeit the option to do a 3 card scavenge action and instead get the unique effect described on the special room actions reference card.

### AVATAR EXPANSION

#### ADDITIONAL SETUP

The evil players take **avatar cards** corresponding to their chosen reaction decks.

**1 evil player:** Choose one of the avatar cards and discard the other.

**2 evil players:** Each evil player takes the avatar card corresponding to the reaction deck they chose.

**3 evil players:** The evil starting leader takes the A.I. avatar card, and the other evil players each take the avatar card corresponding to the reaction deck they chose.

Each evil player places **1 danger token** on an upgrade space of their choice on their avatar card.

They take the **miniature(s)** and **avatar token(s)** corresponding to the avatar(s) that are being used.

The hero takes the **hero powers card** and places it next to their hero sheet.

#### AVATARS

Each avatar has 1 unique special **power**, and can also receive 4 **upgrades**: 2 are related to the avatar's special power, and 2 are related to its stats.

Some powers are passive and are always active in the avatar's sector, while others get activated only when the avatar is activated.

An avatar is considered a creature when determining the number of creatures on their level, and a **boss creature** for all card effects.

The limit for creatures on the same level is increased to 5.

An avatar can be targeted by the hero's attacks and can be killed following the normal fight rules.

#### AVATAR ACTIVATION

During a turn, the evil players may **activate their avatar instead of playing a reaction card**. Take 1 danger token from the reserve and give it to the hero player, who puts on their hero powers card. When an avatar is activated, it may do 1 of the following actions:

- **Spawn (only if the avatar is not on the map):** Place the avatar token on the map in a sector of your choice following the normal spawning rules.
- **Move:** Move the avatar up to 1 sector.
- **Teleport (only if the avatar is unrevealed):** Remove the avatar token from the map, then place it back on the map in a sector of your choice following the normal spawning rules.

If the avatar being activated has an *on activation* power, that power takes effect as well.

#### AVATAR UPGRADES

At the end of the round, the evil players must place **1 danger token from the reserve on their avatar card**, on one of the upgrade spaces not already occupied by a danger token.

#### KILLING AN AVATAR

When an avatar would normally be killed, it is only **knocked down**: its miniature is not removed from the labyrinth, but its token is removed from the map.

A **knocked down avatar cannot be activated, does not attack, and does not upgrade during the end of the round**.

If a knocked down avatar becomes unrevealed (by a card effect or by the labyrinth cleanup during the end of the round), it is not considered knocked down anymore and can be activated to spawn.


If an avatar gets knocked down, the hero places a number of danger tokens from the reserve onto their hero powers card equal to the number of upgrade spaces on that avatar's card occupied by danger tokens. These danger tokens are not removed from the avatar card.

#### HERO POWERS

The hero may spend danger tokens from their hero powers card to use the powers listed on that card.

The hero can use hero powers at the beginning of a turn (at the same time they would declare they were using an adrenaline token).

The hero player can use one or more hero powers *and* an adrenaline token on the same turn.

The exception is the hero power with the  icon, which can be used when needed if the hero has danger tokens to spend.