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156 cards and 1 rules.

BACK STORIES

Design by
Jules Messaud and Anthony Perone
Scenario written by
Benoit Bannier and Nicolas Fuchs
Artwork by
Gong Studios

In this cooperative story, you'll have to complete objectives and make decisions that shape the story. Most of the time, there isn't a right or wrong choice, just a different way to play through the story. But remember that every decision has its own consequences. **The story isn't set in stone so your choices will make all the difference!**

Don't shuffle or look at the cards before you begin your adventure. If the cards are out of order for any reason (e.g. you've played through the story once already), sort the cards into ascending numerical order. Make sure all the cards are facing the same way. The backs of the cards do not have numbers on the top left corner (or the number is followed by a *).

SETUP

- Prepare some space at the centre of the table for a **Player area**, a **Panorama area**, an **Objective area** and a **Discard area** (where you place cards that are no longer needed).
- Read the first card of the adventure out loud and then apply that card's effects.

Now you can start your adventure!



We suggest leaving the deck of cards in the box and taking them as and when you are instructed.

TYPES OF CARD

There are various types of cards. Each type has a different function, which is indicated by the colour on the top left corner of the card.

CHARACTER / OBJECTIVE / ENDING CARDS

These cards tell you what you need to do to continue your adventure. You place them in the **Objective area**. Character cards allow you to keep track of the status of your hero.

CLUE CARDS

These are important adventure aides (images or text) which allow you to resolve certain situations during your adventure or better understand the challenges you're up against. You place them in the **Player area**.

STORY CARDS

These cards progress your adventure based on the actions you perform. You place them in the **Discard area** after reading them, unless you're told otherwise.

SITUATION CARDS

These cards are images of locations, people or items where you can perform actions using your Action cards. You place them in the **Panorama area** until you're told to discard them. The Situation cards build up a broader view of the scene.

NOTE: When you draw a new Situation card, it is either added to the existing cards in this area or it replaces one. The diagram at the top of the card will tell you where to place it. If it replaces a card that is already in play, discard the previous card. The number of the card to be discarded will be shown on the card.



ACTION CARDS

These cards represent courses of action, items, characters or other things that interact with the Situation cards. There are two types of Action cards: **Window** cards, which have a window in them, and **Notch** cards, which have a notch on the side. At the beginning of the game, you place these cards in the **Player area**.

Notch

Window

STATUS CARDS

These cards are placed beneath your Character card, keeping the red section at the top visible. Throughout the story, effect conditions may refer to your current Status (for example, "If you have Watched, draw XXX"). If you are instructed to draw a Status card that is already beneath your Character card, the card will give you further instructions (usually it will say: Turn over this card).

Status card

Character card

PROGRESSING THE STORY

Perform actions based on the Action cards in order to continue the story.

Note: You cannot start a new action until you have completely finished the action currently being played.

If you're playing as a group, you work together as a team to complete the objectives. Set out the playing area in the way that feels most natural.

If you want a more structured approach: players take turns to perform an action. You can discuss the options as a group, but the active player (the person whose turn it is) makes the final decision about which action is played. When you've finished your action, the turn passes to the player to the left of the active player.

PLAYING AN ACTION

Choose an Action card from the **Player area**, slide it underneath a Situation card from the **Panorama area** and then pick up those two cards. Keep the Action card against the back of the Situation card, turn them over while making sure that the cards stay together.

- If it's a **Window** Action card, read the text in the window and apply any effects.
- If it's a **Notch** Action card, draw the numbered card indicated by the notch from the deck. If there is an icon instead of a number, apply the icon's effects. If there is no number and no icon, nothing happens

Return the Action and Situation cards to their respective areas without looking at any other information on the back of the Situation card.

Players tend to focus on Window cards and forget to use their Notch cards. If you get stuck, try using one of your Notch cards!



APPLYING AN EFFECT

To apply an effect, you follow the text in the coloured box. These effects help you progress your adventure and give you hints to help your adventure run smoothly.

Draw the numbered card from the deck that is indicated.

Note: If you're told to draw a card which is no longer in the deck, nothing happens and play continues.

Some cards have the same number accompanied by a letter (e.g. 19-A, 19-B, ...). Take the first card (in alphabetical order) which is still available in the deck.

Place that number card in the **Discard area**.

Turn over the card with this icon on it and read on.

Return this card to the deck. Make sure it is in numerical order and face up.

Some effects are dependent on your decision.

Choose one of the two following actions:

Give up for now:

 Discard this card

Continue. The mission comes first!

 Draw the next 41

 Discard this card

Some effects are conditional.

If Hector is not beside Darcosa (card 46 or 48 in play):

 Turn this card over without reading on.

If the condition is met, you **must** apply the instructions on the card.

When a card has multiple effects, apply them in the order you read them so that you don't forget any, as this could affect your experience or lead to inconsistencies. Be careful not to forget to do anything!

For each action, read the card text out loud and apply its effects. Then read any new cards you are told to draw and apply any further effects.

Don't forget to return a Situation card to the **Panorama area** once you've finished with that card (unless you are told to discard it).

GUESSING THE CARD NUMBER

Sometimes you'll have the opportunity to uncover secret codes (by solving a riddle, for example). You can only draw that card from the deck if there's a magnifying glass next to the number.

If the card you think you should draw does not have a magnifying glass, it is not the correct card.

END OF THE STORY

Your adventure comes to an end when you draw an Ending card.

There are multiple endings to each scenario, each depends on the choices you make throughout the story!

SPECIAL RULES FOR THIS SCENARIO

During this scenario, you will sometimes receive transparent cards. These are to be placed on your character card.

When an action asks you to "Turn your character over", turn the Character card over, then place the transparent card on the new side. Similarly, if you need to change your character card, keep the transparent card and place it on the new character.

