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Game: **INNSMOUTH 32**
Publisher: **Gamewick Games (2021)**

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Innsmouth 32

SETUP

One player is the **director** and the rest are **characters**, playing as a team.

Place the 2 **endgame cards** on the survivors slot, *Last One Standing* under *Turning Point*; shuffle and place the 12 **survivor cards** facedown on top to form the **survivor pile**.

Shuffle the **movie deck**. For the first reel, deal 10 cards facedown on the reel slot to form the **reel pile**. Deal 1 additional card facedown on each screen slot to form the **opening scene**. Place the remaining movie deck cards on the discards slot.

Stack **reel tokens** (1-4) in ascending order on the reel slot, reel 1 token on top. Place the **fade out token** and the **countdown tokens** (3-2-1) on the fade out slot. Place the **fade in token** over the Gamewick Games logo.

Each player takes a number of **power point** (survivor point) **tokens** depending on the number of players (director excluded) and places them on the board slot nearest them. 2-3 players: 7 power points; 4-5: 6 points; 6-7: 5 points; 8+: 4 points.

Each player draws and reveals their first **survivor** from the survivors pile. The director flips faceup all 3 opening scene cards. Take any **monster cards** and place them in front of the director, each in its own **throng**. Replace such cards with new cards from the reel pile.

One by one, from screen left to right, read, resolve, and replace any **event cards**. If at any time all 3 screen cards are monster cards, a **creature feature** is triggered, allowing the director to take 1 monster card, place it as desired, then refill the empty slot. When the screen holds no actionable cards, play begins with the player on the director's left and proceeds clockwise.

PLAYER TURN

On your turn, either perform 1 **action** with each survivor you control (**pool actions**) or perform an action featuring a single survivor (**spotlight action**).

Your pool can hold a maximum of 3 survivors, and each survivor can hold up to 2 **item** or **power play** cards (discard any excess cards). Survivors act in the order they were placed (from the player's right to left).

POOL ACTIONS

REST: The survivor gains 2 **rest points**.

ATTACK: Attack a screen or throng **monster** via **MUSCLE**, item, or mythos tokens.

TAKE: Take an **item** or **power play** screen card (or an item from another willing survivor).

MOVE: Place a survivor in a **sanctuary**.

MYTHOS DECK: Test **BRAINS** to gain **REEL#** mythos points.

SEARCH: Shuffle and draw 2 discards, keeping any **item**, **power play**, or **popcorn** cards found.

SPOTLIGHT ACTIONS

TAKE + ACT: One survivor takes a screen card, then immediately takes a pool action.

DRAW SURVIVOR + ACT: *If you have no survivors, you must take this action.* Draw a character from the survivors pile and immediately perform a pool action with it. The new survivor gets 3 rest points and any mythos points noted at the top left of the card.

DIRECTOR TURN

After the players' turns are finished, the director chooses one of these 3 **attack** actions:

TAKE + ATTACK: Take a monster card from the screen, place it in a throng slot and immediately attack with that throng.

ALL-OUT ATTACK: Attack with every throng you control. You may focus attacks on a single survivor, or spread them across survivors and/or sanctuaries as desired.

COVER + ATTACK: *Advanced play.* Draw a reel card, place it facedown on the card to be blocked, then attack with any 1 throng. Then reveal the cover card; this card must be eliminated/taken before the card below is back in play. If the covering card is an event card, resolve it as normal. This action can also serve as an attempt to trigger a creature feature bonus.

Use the **random victims deck** to select random victims for key events. If the drawn victim is not in play, draw another.

Place the **character markers** on a sanctuary to show who's inside, or upon the *Lost in the Marsh/Snatched* event card to show its victims. Deep Ones can be placed on key monster cards to remind everyone of their special abilities. The RIP side of character monsters can be used to build a little graveyard along the top of the screen.

REELS

A game is 4 **reels**. Each reel consists of a **reel pile** of **movie deck** cards:

Reel I: 10 cards; **Reel II:** 20 cards; **Reel III:** 15 cards; **Reel IV:** 10 cards.

Item or **power play** cards that appear on-screen remain there until taken by a survivor or faded out by the director. **Monster** cards remain until eliminated by a survivor attack or taken and placed by the director.

Shuffling horror cards are immediately read, resolved, and discarded. **Plot device** cards are optional; either immediately read, resolve, and *remove from play*, or discard them. **Sanctuary** cards are immediately moved to one of the corner sanctuary slots with lock and mythos tokens upon them.

Whenever a screen card is removed, replace it with a card drawn from the reel pile, placed facedown. These are only revealed when the active survivor or director turn ends. There are always 3 cards in play on the central movie screen.

REEL# or **R#** is the **reel number**. A reel ends when there are no cards in the reel pile and the screen is cleared of all cards. Complete the survivor or monster action (or resolve the card) that triggered this moment, then no more actions are allowed.

When **reels 1, 2 and 3** end, resolve the director's **end tasks**. **Reel 4** plays through to the director's final turn; if the director's action triggers the end of the reel, play continues through to the director's next full and final turn.

At the end of the director's final turn, they may **clip the reel** (clear the remaining screen cards and declare the reel over) if there are no more cards in the reel pile, and the screen has at least 1 empty slot.

END TASKS

1. **Resolve event cards:** Resolve any in-play event cards in this order: power play, shuffling horror, plot device cards.

2. **Fade in:** Place the **fade in token** on the survivor whose turn was next when the reel ended. This survivor starts the next reel. The token can be placed on a monster's throng if its turn was next, but never on a director's throng. **A reel never starts on a director turn.**

3. **Award the horror star:** Flip the topmost reel token and place it on the screen. This is now a **horror star token** for the players to assign.

4. **Assign insanity:** Assign a number of **insanity tokens** equal to the concluded **REEL#**, each to a random victim (shuffle the drawn random victim card back into the deck before each draw).

5. **Survivor loss (optional):** Remove 1 survivor from the survivors pile and place it in the discards, unrevealed. This survivor represents a secret cultist and is now a **familiar face**.

6. **Deal the next reel:** The director shuffles the discard pile, deals and places the card allotment for the next reel, and places all remaining cards in the discards slot. Deal the 3 starting screen cards. Monster cards remain as placed, but event cards and creature features are resolved as normal.

Director's cut (optional): At the start of any reel, if there are no monsters in any of the director's throngs, the director may draw a number of discards equal to the current **REEL#** and place any monster cards as desired (non-monster cards return to the discards).

DICE ROLLS

To succeed at an action, roll 2 dice; if the result is equal to or under the target number the test is a success. **12 (6-6) is always a failure.**

ATTACKS

A survivor may attack any in-play monster on the screen, or any monster in a throng. Declare a target. If the survivor is using an item (only 1 may be used), use the item's stat (choose one if their are 2 stats highlighted). If not using an item, use the survivor's **MUSCLE**.

A monster may attack any in-play survivor, except those in a sanctuary (though a sanctuary's lock tokens may be attacked if there is a survivor within). A lone monster uses their card value. Throngs use the total of the card values.

DAMAGE

After a successful attack, the attacker rolls 1 die for damage. Items and/or rolled doubles add their bonus to the damage total. If the damage total is equal to or greater than the monster's value, they are eliminated and moved to the discards. Monsters do not suffer partial damage.

One point of damage can eliminate a survivor. Survivors may counter damage with **spoints**, or make a **flail roll**: roll versus the survivor's **SPEED**; if they succeed, they escape the damage, if they fail, they are eliminated. A survivor must flail if they cannot, or will not, negate damage with **spoints**. Prior to the flail roll, **spoints** can be spent to increase **SPEED**.

If a survivor is eliminated, remove their victim card from the victims deck.

If a *Tommy Gun* is used to attack an entire throng, the damage total is applied to *each* monster in that throng. A head shot destroys the entire throng, and a fumble allows the entire throng a counterstrike.

DOUBLES

When doubles are rolled for survivor or monster attack rolls, or event cards where damage is involved, an immediate bonus or penalty is applied:

Head shot (1-1): If the victim is a monster, it is removed from play. If the victim is a survivor, it is immediately taken by the director/monster player and placed as a **familiar face**.

Fumble/counterstrike (6-6): The attacker fumbles, and their victim gains an immediate **counterstrike**.

Damage bonus (2-2/3-3/4-4/5-5): Add a damage bonus equal to the numeral (eg 2-2 gives a +2 bonus).

SPECIAL DAMAGE

SHAD damage (2D6): Select *higher*, add **doubles** is a special damage roll. Roll 2 dice and select the high result. If doubles are rolled, apply the sum of the dice.

Overkill: If a monster or survivor suffers 10+ damage, they are removed from play. The survivor cannot become a **familiar face**.

MONSTERS

A monster's **value** is its attack value, the minimum amount of damage needed to eliminate it, and its saving throw for mythos attacks.

Throngs are placed in front of the director and facing the players. A maximum of 6 throngs can be created, each limited to 3 cards. Once placed, monster cards cannot be moved to another throng.

CREATURE FEATURE

A **creature feature** occurs whenever the screen is populated by 3 monster cards. Depending on whose action triggered it, the following occurs:

Caused by survivor: Each screen monster makes an immediate and independent attack on this survivor.

Caused by director/monster player: One screen monster card is taken and placed by the director/monster player who triggered the creature feature. This is a take action only. The replacement card can trigger another creature feature (and another take action). This continues until there are no more creature features, and the reel continues as normal.

MONSTER PLAYERS

A player becomes a **monster player** after they lose their final survivor and there are no survivor cards left to draw. Their first turn occurs at their normal place in the round. They are allowed the same turn actions as the director, and may build up to 3 full throngs, but cannot perform any other director task.

For *Turning Point*, the player is not counted as a monster player until they acquire their first monster card. If there are no monster screen cards to take, the player may do a **Director's Cut**.

THE FAMILIAR FACE

When a survivor is eliminated, place it in the discards and treat it as a monster card for the rest of the game, to be taken and placed by the director/monster player as normal. The survivor's **MUSCLE** score is its monster value. The monster, or the throng it is in, inflicts **SHAD** damage.

SANCTUARY



When a **sanctuary** appears, the director moves it off-screen to a corner slot and places the noted number of **mythos** and **lock** tokens on it.

A survivor may enter a sanctuary on their turn with a **move** action; this is the survivor's full turn. On their following turn they may perform a **sanctuary action**:

REST: The survivor gains 3 **rest spoints**.

INVESTIGATE: Roll 1 die and take that many mythos points from the sanctuary.

SEARCH: Shuffle and draw 4 discards, keeping any **item**, **power play**, or **popcorn** cards found.

If the survivor performs any sanctuary action they must stay there until next turn. Otherwise they return to the player's pool and may take a normal turn as normal.

Once all tokens are depleted, remove the sanctuary from play (any survivors within return to their player pools).

Locks are destroyed by monster attacks (and can only be attacked if there is a survivor within). While locks remain, survivors within cannot be attacked. If a monster attacks a lock and rolls a **head shot**, all remaining lock tokens are removed; if they roll a **fumble**, 1 survivor within the sanctuary may **counterstrike**.

Excess found items may be stored within a sanctuary. Survivors within can take or drop items as a free action. If the sanctuary is removed from play, stored items in it go to the discards.

SURVIVOR TOKENS (SPOINTS)



There are 2 types of **spoints**: **power** spoints (placed on the board; can be shared to benefit other players) and **rest** spoints (placed on the survivor that earns them; only benefit that survivor).

Only players use spoints. Each player controls their own power spoints; they do not have to be shared. The maximum number of rest spoints a survivor can have is 7.

Spoints are used in 3 ways:

- Negate monster damage**: A survivor may spend a number of spoints equal to the total damage received to fully negate it (otherwise, the survivor must make a flail test to survive).
- Increase target number**: Each spoint adds +1 point to a target number.
- Increase damage**: Each spoint adds +1 to total damage.

Spoints can only be committed before a dice roll. Players may spend as may as desired, but the maximum increase to any target number is 11.

GAMBIT SPOINTS

A **gambit** is a special roll with a base success value of 2, found on the **Snatched** event card. Spoints can be spent to increase this base value, however each spoint is worth **REEL#** points.

MYTHOS

There is no maximum to the number of **mythos tokens** a survivor can have (beyond the number available). Survivors can gain them in several ways:

- Automatic mythos allotment**: For survivors with the **mythos icon**.
- Test BRAINS**: Acquire a number of mythos tokens equal to the **REEL#**.
- Sanctuary investigation**: Gain D6 mythos tokens.
- The Necronomicon**: A power player card.



The use of mythos is an attack action. Any monster, on-screen or in a throng, can be targeted. The survivor must spend a number of mythos tokens equal to the targeted monster's value.

No attack roll is required, but the monster must make a saving throw of 2D6. If the result is equal to or less than its value it succeeds and is unaffected. Otherwise the monster is discarded.

If **1-1** is rolled on the saving throw, the monster is immune and not banished. If **6-6** is rolled, the monster is obliterated and removed from play.

Several items possess a store of mythos, as noted on their card. The points are kept on the item's card and may be spent for mythos attacks. If at least 1 point is used from an item in an attack, the monster's saving throw is penalized as noted. If an item is drained of mythos it then acts as a normal weapon; if it is discarded and drawn again, its mythos is restored.

INSANITY



An **insanity token** is placed over a single stat to make that stat's target number a 4. Roll a die: 1 = **MUSCLE**, 2 = **SPEED**, 3 = **BRAINS**, 4 = **GUTS**, 5 = player's choice, 6 = director's choice.

A stat can only receive 1 insanity token; if 3 stats are covered, do not roll, just cover the last stat. A survivor with all stats covered is *down on all fours* and cannot take anymore insanity tokens.

Insanity tokens can be removed by certain items and by the Doctor's healing action. The recipient of this action must be in the same area of play (general population, sanctuary, or victim of the same event). This power is not cumulative; if not used each reel, it is lost.

FADE OUT 3-2-1

The fade out may be played by the director at the end of any survivor turn to eliminate an on-screen item or power play card. The director places the **fade out token** on the desired screen card, and the **3-2-1 countdown tokens** on the 3 survivor cards that will get the next 3 turns. If the marked screen card is not taken by that third survivor's turn, the card is automatically discarded and a replacement card is drawn. A survivor's take action can trigger a creature feature; the automatic discard cannot.

THE HORROR STAR

At the end of a reel, flip that reel's token to become the **horror star token**. Players decide which survivor earns this award. Place the token on that survivor, who gains the power to perform one of these actions at any time:

Second action: Survivor takes an immediate action.

Failed action re-roll: Survivor may re-roll a failed action roll.

Force monster re-roll: Survivor can force a monster to re-roll its success versus any survivor.

The token cannot be used to change damage rolls, head shots or fumbles. A survivor may have multiple tokens, but each token has a single use, and is then removed from play. If a survivor is eliminated their tokens are lost.

The *Last One Standing* survivor must, to earn each remaining token, roll the current **REEL#** or less on 1 die. The director may forgo this roll if the odds are stacked terribly against this survivor.

FACTIONS

The main survivors each belong to one of 4 **factions**: Gangsters, Scholars, Students, or Locals. When the items *Pocket Pistol* or *Tommy Gun* appear on-screen, any gangster may claim **first dibs** and take the item. They are not allowed any other action, but is subject to any effect triggered by the screen replacement card.

ENDGAMES

The following 2 rules trump normal reel ending rules. Each is represented by a special card placed under the survivors pile during setup, which serves as a reminder after all survivor cards are drawn. They may be triggered simultaneously or not at all.

TURNING POINT

Reels 1-3 only. *Turning Point* activates when the number of monster players (director included) equals or exceeds the number of remaining players. The card is placed on top of the reel pile and no further cards are drawn for the movie screen. The reel ends when the remaining screen cards are taken or eliminated.

LAST ONE STANDING

Activate the moment there is a single survivor left. It immediately becomes that survivor's final turn (usually to move into a sanctuary or take a rest action). The survivor must then withstand a round of actions/attacks from the director and all monster players (even those who have yet to draw their first monster), proceeding clockwise from the survivor.

ADVANCED PLAY

THE TERRORS

Before a game, the director may chose to include 1, 2, or 3 terror cards in the movie deck. Alternately, add 1 random terror to the movie deck at the start of each reel.

When one appears on-screen, the director immediately places it under an existing throng, or an empty throng slot. It may instead be given to another monster player. Its screen replacement card may trigger a creature feature or other event.

A terror card does not count towards a throng's 3 card limit, and multiple terrors may be placed in the same throng. A terror may only be moved with a director's **take+attack** action, in which case the director may move a terror to a new throng, then attack with that throng.

A terror card can only be attacked and eliminated by an overkill (10+ damage) result. Mythos cards have no effect on terror cards.

THE HOUND

Before the game, the director can select a survivor to be replaced with the Hound, or decide with a random victim draw. That survivor and its victim card are removed from play. The Hound cannot be a random victim and is removed from play if eliminated (it cannot become a **familiar face**).

The Hound is a wild card for faction play.

Alternatively, the director can add the Hound as the thirteenth survivor or, via a random victim pick, determine a survivor who, when drawn, automatically starts with the Hound as their companion.

The Hound has only 2 active stats (**SPEED/GUTS**) and 2 **SPEED** attacks per action. If an event forces a test versus another stat, the Hound is immune.

The Hound may acquire insanity and such tokens can cover a non-active stat. The Hound cannot possess or use items.

The Hound may perform 1 **rescue** action per reel, which can only aid those in the same area of play. This interrupting action immediately blocks a successful attack on another survivor. The Hound suffers the attack damage/fail.

Optionally, instead of being removed from play, the Hound can be discarded and return as a recurring survivor. If it returns on screen, it can be taken as a survivor with a player's **spotlight** action or faded out by the director.

THE NIGHT CLERK

The Night Clerk can be shuffled into the movie deck at the start of the game. When he appears on screen, he can be taken as a survivor with a player's **spotlight** action or taken as a monster by the director/monster player on their turn with a **take+attack** action. For any **creature feature**, he is a monster card.

He is not part of any faction and can be allowed to have first dibs on mythos items.

The Night Clerk has only 2 active stats (**BRAINS/GUTS**). He flails with a **BRAINS** test. If eliminated, he is discarded and treated as a monster card from then on. His shaded **MUSCLE** stat is his monster value (8).

The Night Clerk is immune to insanity. He has 9 mythos which he uses as normal as a survivor, but cannot use as a monster (though they are still taken and may possibly be drained by a survivor through a small talk **BRAINS** test or intimidation **GUTS** test, depending on the ideas of the director).

FACTION PLAY

For more faction interaction, allow members to share rest points with other faction allies as if they were power points.

Factions can also allow a game with 4 players to each pick a group to control. Players choose 1 survivor to start with, and keep the remaining 2 cards as their personal survivor draw pile.

For a 3 player game, the *Locals* start in the survivor pile as back-up survivors to draw if needed. If so, the *Survivor Loss* end task should be used.

SECRET CULTIST

Before the game, the director removes 1 card from the random victim deck, looks at it, and keeps it as the **secret cultist**. It can no longer be a random victim. The secret cultist's identity is only revealed when no survivor cards remain to be drawn and it is the last survivor in a player's pool. It is then a **familiar face** and that player is immediately a **monster player**.

The secret cultist can only be eliminated by an overkill (10+ damage) result.

Directorial coup de grâce: *Secret Cultist* is the *Last One Standing*.

THRONGS 4-6

A director's first 3 throngs may be built in any order, but the fourth cannot be created until the first 3 are fully stocked (3 cards each). Likewise, the fifth and sixth throngs cannot be started until all preceding throngs are full. Once established, cards can be placed on throngs 4-6 even if preceding throngs are depleted.

ROSEWELL 51 AND PITTSBURGH 68

These rules supersede earlier versions of the Shuffling Horror rules. Key updates include player pool actions, spotlight actions, sanctuary actions, lock tokens, and the fade out 3-2-1 rules. Insanity can be introduced to earlier editions, but mythos is unique to *Innsmouth 32*.

Insmouth 32

PLAYER TURN

On your turn, either perform 1 **action** with each survivor you control (**pool** actions) or perform an action featuring a single survivor (**spotlight** action).

Your pool can hold a maximum of 3 survivors, and each survivor can hold up to 2 **item** or **power play** cards. Survivors act in the order they were placed (from the player's right to left).

POOL ACTIONS

REST: The survivor gains 2 **rest** points.

ATTACK: Attack a screen or throng **monster** via **MUSCLE**, **item**, or **mythos** tokens.

TAKE: Take an **item** or **power play** screen card (or an item from another willing survivor).

MOVE: Place a survivor in a **sanctuary**.

MYTHOS DECK: Test **BRAINS** to gain **REEL#** mythos points.

SEARCH: Shuffle and draw 2 discards, keeping any **item**, **power play**, or **popcorn** cards found.

SPOTLIGHT ACTIONS

TAKE + ACT: One survivor takes a screen card, then immediately takes a pool action.

DRAW SURVIVOR + ACT: *If you have no survivors, you must take this action.* Draw a character from the survivors pile and immediately perform a pool action with it. The new survivor gets 3 rest points and any mythos points noted at the top left of the card.

DIRECTOR TURN

After the players' turns, the director chooses 1 **attack** action:

TAKE + ATTACK: Take a monster card from the screen, place it in a throng slot and immediately attack with that throng.

ALL-OUT ATTACK: Attack with every throng you control. You may focus attacks on a single survivor, or spread them across survivors and/or sanctuaries as desired.

COVER + ATTACK: *Advanced play.* Draw a reel card, place it facedown on the card to be blocked, then attack with any 1 throng. Then reveal the cover card; this card must be eliminated/taken before the card below is back in play. If the covering card is an event card, resolve it as normal. This action can also serve as an attempt to trigger a creature feature bonus.

REELS

When reels 1, 2 and 3 end, resolve the director's **end tasks**. **Reel 4** plays through to the director's final turn; if the director's action triggers the end of the reel, play continues through to the director's next full and final turn.

At the end of the director's final turn, they may **clip the reel** (clear the remaining screen cards and declare the reel over) if there are no more cards in the reel pile, and the screen has at least 1 empty slot.

END TASKS

1. **Resolve event cards** in this order: power play, shuffling horror, plot device cards.
2. **Fade in:** Place the **fade in token** on the survivor whose turn was next when the reel ended. This survivor starts the next reel. The token can be placed on a monster's throng if its turn was next, but never on a director's throng. **A reel never starts on a director turn.**
3. **Award the horror star:** Flip the topmost reel token and place it on the screen. This is now a **horror star token** for the players to assign.
4. **Assign insanity:** Assign a number of **insanity tokens** equal to the concluded **REEL#**, each to a random victim.
5. **Survivor loss (optional):** Remove 1 survivor from the survivors pile and place it in the discards, unrevealed. This survivor is now a **familiar face**.
6. **Deal the next reel:** Shuffle the discard pile, deal the card allotment for the next reel, and place all remaining cards in the discards. Deal the 3 starting screen cards. Monster cards remain as placed, but event cards and creature features are resolved as normal.

Director's cut (optional): At the start of any reel, if there are no monsters in any of the director's throngs, the director may draw a number of discards equal to the current **REEL#** and place any monster cards as desired (non-monster cards return to the discards).

DICE ROLLS

To succeed at an action, roll 2 dice; if the result is equal to or under the target number the test is a success. **12 (6-6) is always a failure.**

A survivor may attack any in-play monster on the screen, or any monster in a throng. Declare a target. If the survivor is using an item (only 1 may be used), use the item's stat (choose one if there are 2 stats highlighted). If not using an item, use the survivor's **MUSCLE**.

A monster may attack any in-play survivor, except those in a sanctuary (a sanctuary's lock tokens may be attacked if there is a survivor within). A lone monster uses their card value. Throngs use the total values.

After a successful attack, roll 1 die for damage and add bonuses. If the damage total is equal to or greater than the monster's value, they are eliminated and discarded. Monsters do not suffer partial damage.

One point of damage eliminates a survivor. Counter damage with spoins, or make a **flail roll**: roll versus the survivor's **SPEED**; if they succeed, they escape the damage, if they fail, they are eliminated. A survivor must flail if they cannot, or will not, negate damage with spoins. Prior to the flail roll, spoins can be spent to increase **SPEED**.

If a survivor is eliminated, remove their victim card from the victims deck.

Doubles

Head shot (1-1): If the victim is a monster, remove it from play. If a survivor, it is placed by the director/monster player as a **familiar face**.

Fumble/counterstrike (6-6): The attacker fumbles, and their victim gains an immediate **counterstrike**.

Damage bonus (2-2/3-3/4-4/5-5): Add a damage bonus equal to the numeral (eg 2-2 gives a +2 bonus).

Special damage

SHAD damage (2D6): Roll 2 dice and select the high result. If doubles are rolled, apply the sum of the dice.

Overkill: If a monster or survivor suffers 10+ damage, they are removed from play. The survivor cannot become a **familiar face**.

SURVIVOR TOKENS (SPOINS)



There are 2 types of **spoins**: **power** spoins (placed on the board; can be shared to benefit other players) and **rest** spoins (max 7; placed on the survivor that earns them; only benefit them).

1. **Negate monster damage:** A survivor may spend a number of spoins equal to the total damage received to fully negate it (otherwise, the survivor must make a flail test to survive).
2. **Increase target number:** Each spoint adds +1 point to a target number.
3. **Increase damage:** Each spoint adds +1 to total damage.

Spoins can only be committed before a dice roll. Players may spend as may as desired, but the maximum increase to any target number is 11.

MYTHOS



The use of mythos is an attack action. Any monster, on-screen or in a throng, can be targeted. The survivor must spend a number of mythos tokens equal to the targeted monster's value.

The monster must make a saving throw of 2D6. If the result is equal to or less than its value it is unaffected. Otherwise the monster is discarded. If **1-1** is rolled, the monster is immune and not banished. If **6-6** is rolled, the monster is obliterated and removed from play.

If an item has a store of mythos, they may be spent for mythos attacks. If at least 1 point is used from an item in an attack, the monster's saving throw is penalized as noted.

SANCTUARY

A survivor may enter a sanctuary on their turn with a **move** action; this is the survivor's full turn. Next turn they may perform a **sanctuary action**:

REST: The survivor gains 3 **rest** points.

INVESTIGATE: Roll 1 die and take that many mythos points from the sanctuary.

SEARCH: Shuffle and draw 4 discards, keeping any **item**, **power play**, or **popcorn** cards found.

Locks are destroyed by monster attacks (and can only be attacked if there is a survivor within). While locks remain, survivors within cannot be attacked. If a monster attacks a lock and rolls a **head shot**, all remaining lock tokens are removed; if they roll a **fumble**, 1 survivor within the sanctuary may **counterstrike**.

Excess items may be stored within a sanctuary. Survivors within can take or drop items as a free action.