



INTRODUCTION

It's your wife Sharon's birthday, so you decided to surprise her at work with some roses and that expensive chocolate she's always craving. Your marriage has been in a bit of a rough spot lately, and you were hoping today would be a turning point. Little did you know that as you arrived at Kobayashi Tower, a group of terrorists were securing the building and rounding up everyone inside as hostages. Using your military training, you managed to elude them, but your wife has been taken and is somewhere in the building.

Now, you'll have to work your way through the skyscraper and rescue your wife while the terrorists try to hunt you down...

COMPONENTS



9 D6



7 D8



3 D10



63 HUNTED CARDS



19 LOCATION CARDS

TOKENS:



10 AMMO, 6 TIME, 3 +1, 2 KEY,
2 TARGETS, 1 ESCAPE



8 EVENT CARDS



2 HANDGUN CARDS



1 GAME OVER CARD



1 REFERENCE CARD



1 CHOCOLATES
CARD



1 AGENT O'NEIL/SGT
PRATT CARD



1 TERRORIST CARD

(the guy with the rocket launcher;
this is a double-sided card)

SETTING UP THE GAME

1. Shuffle the eight Event cards. Draw the top four, and place them face down on top of the Game Over card. Discard the rest of the Event cards to the box. Spread out the Event cards so that you can see a small portion of each card. (This will help you keep track of how much time you have left.)
2. Place four time tokens on the top Event card.
3. Place the **Handgun** card in front of you, and put three ammo tokens and four blue, six-sided dice on the card. The area in front of you is known as your inventory.
4. Place the **Chocolates** card to the right of the Handgun card, and place the Escape token next to it.
5. Place the five white six-sided dice in your inventory and the four red eight-sided dice in easy reach.
6. Place the double-sided terrorist card and the rest of the dice and tokens within easy reach.
7. Shuffle the Hunted deck and place it above the Event cards.
8. Remove the **Roof** card from the Location deck. Shuffle the rest of the Location cards. Draw fourteen of them, and discard the rest back to the box. Draw the top two cards from the deck without looking at them. Shuffle these cards with the **Roof** card and place the three cards at the bottom of the Location deck. Place this deck above the Hunted deck.



WINNING AND LOSING

To win, work your way through the building to get to the roof where you must defeat Lars and rescue your wife; if you run out of time or if you take five damage, you lose.

GAMEPLAY

The game is played over a series of turns in which you move through the building rescuing hostages and salvaging items and weapons, while trying to survive the onslaught of terrorists that are trying to track you down before you reach the roof.

On a turn, you have the choice of three actions: draw a card from the Hunted deck, hide, or activate a card in the row.

- **Draw a card** -- draw the top card from the Hunted deck and place it face up. All drawn cards are placed in a line next to the deck, called "the row." The revealed card has icons that indicate what actions are available to you; the various cards that comprise the Hunted deck are described in greater detail in the Hunted deck section.

If, after you draw a card, there are two terrorist cards in the row, or if there is one terrorist plus two or more bell icons, you must immediately discard all cards and enter into a fight (see pg. 18).

If the draw deck runs out, shuffle the discard pile to create a new draw deck.

- **Hide** – the hide action is used if you want to clear the current row of cards and regain some energy. To complete this action, discard all cards in the row to the discard pile and discard one time to-

ken. Then, refresh one spent energy die. (Using the hide action can help you avoid terrorists but at the cost of losing time.)

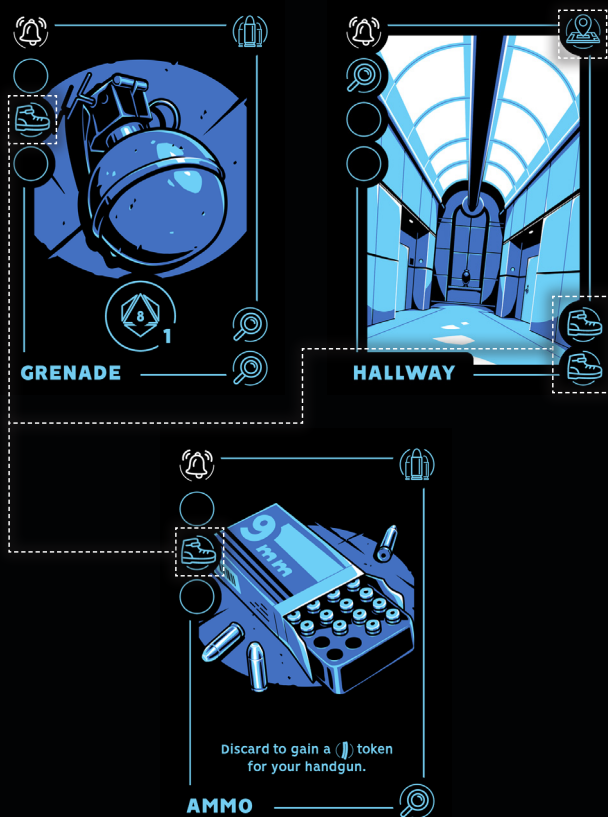
- **Activate a card in the row** -- Many cards in the Hunted deck can be used to activate other cards in the row to gain benefits from the activated card. When a card has had its action icons used to activate another card, move it to the discard pile.

Activating weapon, item, and hostage cards will move them into your inventory for later use, while door and hallway cards move to the discard pile to allow you to immediately draw location cards to move to different parts of the building and get one step closer to reaching the roof.

Note that only one card can be activated at a time, and you can only use one action icon on a card when you discard it. However, you can activate any number of cards (if able) during a turn.

HOW TO ACTIVATE CARDS

The icons in the top left corner of a card may be used to activate other cards. To activate a card, look at the icons in its bottom right corner, and discard a card or cards with those icons. Once a card is activated, you gain the benefit shown in the cards top right corner.



For example: you've drawn three cards and have a Hallway, a Grenade, and an Ammo in the row. The Ammo and Grenade each provide one Move action, and the Hallway provides one Search action. The Hallway costs two Move actions to activate.

You could discard both the Grenade and the Ammo to provide two Move actions, activating the Hallway card. When the Hallway is activated, you gain its benefit: discard the Hallway card and draw one Location card. (You're getting closer to the roof!)

Or instead, you could choose to discard the Hallway card to provide one Search action and use it to place the Ammo into your inventory. (Those terrorists are going to pay!)

TIME

At the beginning of the game, you have twenty time units to get to the roof to defeat Lars. This is represented by time tokens that will be placed on and discarded from the top Event card.

Discard a time token whenever you hide, roll dice during a fight, reload, or activate a Regroup card.

EVENT CARDS

When the final time token is removed from the top event card, the card triggers. Immediately flip the card over and do what it says. (Even if you're currently in a fight, resolve the Event as soon as it's triggered and then go back to the fight.)

Resolving an Event requires you to attempt a test roll. This is explained on page 14. After resolving an Event, discard the card from the game, and place four time tokens on the new top card in the Event deck.

GAME OVER

The fifth and final card in the Event deck says Game Over. If the final time token is ever removed from this card, the game is over, and you lose.

TYPES OF ACTIVATED CARDS

As you move through the building, you have the chance to gain items, hostages, and weapons which will help you get to the roof and defeat Lars. When activated, these cards are placed in your inventory next to your handgun. Note that there is no limit to how many of these cards you can have.



ITEMS

Item cards can be used to heal, find hostages, get rid of terrorists, etc.



REGROUP

Regroup cards can be activated from the Hunted Row by losing one time. When activated, refresh all your used energy dice and gain a regroup token. These tokens can be discarded after any die roll to add one to a die.



HOSTAGES

As you travel through the tower, you can find hostages that you can attempt to save. Each hostage you save provides a benefit and additional points during end game scoring.

Be careful though – some terrorist cards have a hostage icon along their left side, and if you take damage

from one of these terrorists in a fight, they attack the hostages you've rescued first. If damage is taken from one of these terrorists, instead of you taking damage, discard a hostage card from your inventory and remove it from the game.

Each hostage card has an effect that can be activated while it's in your inventory. After gaining the effect, flip the card face down. The card will remain in your inventory until the end of the game or until a terrorist/event card forces you to discard it. If you need to discard a hostage, discard a face-up card before a face-down one.



- A. Actions that the card gives you access to.
- B. Card type.
- C. The actions it costs to add the hostage to your inventory.
- D. Hostage effect that can be used by flipping the card face down.

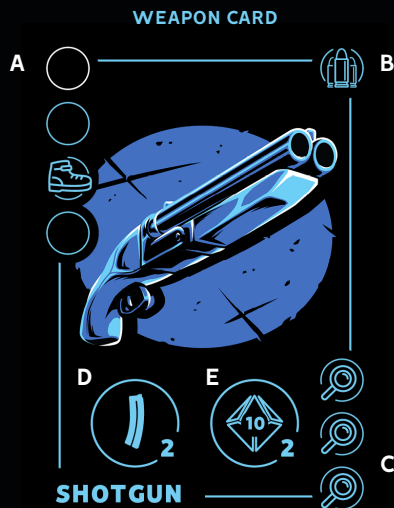


WEAPONS

When a weapon is activated and placed in your inventory, place the indicated number of ammo tokens and dice on the weapon's card.

The dice indicate how many shots you can take before the magazine is empty, and the ammo tokens represent how many magazines the weapon has before being discarded. When you use the dice while fighting terrorists, they are removed from the weapon card and cannot be used again until you reload.

Any time you use a weapon, discard one time token.



- A. Actions that the card gives you access to.
- B. Card type.
- C. The actions it costs to add the weapon to your inventory.
- D. Number of times you can reload.
- E. The number and type of dice used.

GRENADES AND THE BAZOOKA

When using a grenade or the bazooka, discard the grenade card or an ammo token from your inventory, lose one time, and roll the indicated die. If the number rolled is equal to or greater than an enemy's target number, it counts as a hit. If you are fighting a card with multiple targets, and the number rolled is equal to or greater than multiple target numbers added together, you take out multiple targets.

For example, the roll of a 7 would take out a 4 AND a 3. (You may only use one grenade card at a time.)

FIGHTING BAREHANDED

If you ever run completely out of ammo or if you want to save ammo for a later fight, flip the handgun card over to reveal the "bare hands" side. Now, anytime you need to make a roll during a fight, you may only roll one 6-sided die per round of combat. You still lose one time when rolling, just like when using a weapon. If you find more ammo, you may flip the card back over to the handgun side after losing one time to reload.

RELOADING

To reload a weapon, discard a magazine token from the weapon's card, discard a time token, and place dice back on the card that are equal to the value listed for the weapon.

If you reload before a magazine is empty, you lose the extra ammo.

For example, if your handgun has one shot left and you reload, you discard a magazine token and add three dice to the card up to its maximum of four. But if you wait to reload when the gun is empty, you would add four dice to the card.

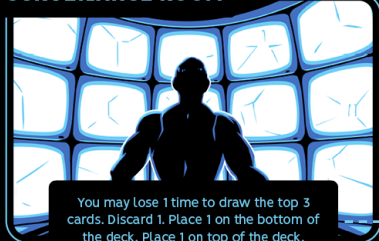
DOORS AND HALLWAYS

When door and hallway cards are activated in the row, you'll draw one or two location cards from the location deck. A door must be activated with a key icon and allows you to draw two location cards. A hallway must be activated with one or two move icons and allows you to draw one location card. After activating a door or hallway, immediately discard it to the discard pile and then draw from the location deck.

LOCATION CARDS

If one location card is drawn, you must complete the action on that card (unless it is designated as optional); if two cards are drawn, you must choose one card to resolve and discard the other (other than the Roof card.)

SURVEILLANCE ROOM



Event that triggers when card is drawn.

TESTS

Many location and event cards require you to attempt a test. Any card drawn requiring a test must be resolved before doing any other action. **To resolve a test, you will roll dice and try to roll equal to or greater than five.**

Throughout the game, you will always have five energy dice, however the dice can either be spent or unspent. When resolving a test, you may choose to roll up to five unspent dice.

If multiple dice are rolled, only one of the dice can be used to resolve the test; you may not add dice together to achieve the target number. Refer to the text on the specific card for the results of a successful or unsuccessful test.

All dice used for a test are now considered to be spent and cannot be used again until you hide or regroup and refresh them. Place spent dice in an area away from unspent dice so that you don't get them confused.

There are several cards that have instructions to draw from the top of the Hunted deck in search of a specific card. When this occurs, draw cards one at a time, stop when you find the noted card, and shuffle the other cards that have been drawn back into the deck.

For example, if a card says, "Draw five cards and if you find a terrorist card, it attacks you," draw cards one at a time; if a terrorist card is revealed, you must fight it, but you do not have to draw any additional cards after revealing the terrorist card.

Event cards that cause you to fight a terrorist do not clear the row.

There are also some cards that force you to fight a terrorist if you fail a test. For these fights, use the double-sided terrorist card that was set aside during setup.

REGROUP

Regroup cards can be activated from the Hunted Row by losing one time. When activated, refresh all your used energy dice and gain a +1 token. These tokens can be discarded after any die roll to add one to a die.



KEY TOKENS

Some cards in the game grant key tokens; you may discard one key token at any point to activate a door card in the row. Note that this is different from a card that has a key icon along its left side which does not grant you a token.



+1 TOKENS

These tokens can be discarded after any die roll to add one to a die's result.



TARGET TOKENS

During a fight, these tokens can be placed on a terrorist card to remind you which target numbers you've already hit.



THE ESCAPE TOKEN

Anytime a fight with a terrorist is triggered, you may choose to discard the escape token to avoid the fight. If you do this, take one damage, and discard the token from the game. The escape token does not prevent the clearing of the Hunted row, and it may not be used against Lars.



AMMO TOKENS

Place the indicated number of these tokens on a weapon card when you gain it. They let you know how many times the weapon can be reloaded.



TIME TOKENS

These tokens are placed on the top event card and discarded as you use time throughout the game. Typically, only four of them will be on a card, but if a card grants you more time, you can have up to six of time tokens on a card.

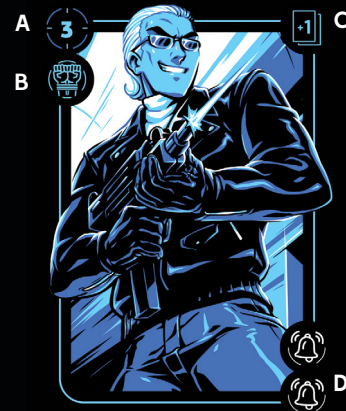
TERRORIST CARDS

While searching the tower for your wife, it is inevitable that terrorists will be encountered. When drawing from the Hunted deck, when a terrorist card is drawn, it is placed face up in the row with any other revealed cards.

If there is ever a terrorist card already in the row and another terrorist card is drawn or if there are ever **two or more bell icons** and a terrorist in the row, you must immediately discard all cards in the row and enter into a fight.

If the fight is triggered by drawing a second terrorist card, fight the stronger terrorist, discarding the weaker. The card with the greatest number of terrorists on it is considered the stronger one; if the number of terrorists is the same, fight the one with the higher sum of target numbers.

Please note that a card with multiple terrorists on it only counts as one terrorist card.



- A. Minimum dice roll value to defeat.
- B. Terrorists with this icon attack hostages in your inventory first
- C. Draw this many cards after defeating the terrorist.
- D. Triggers when two or more bell action icons are in the row or if a second terrorist card is drawn.

FIGHTING

In a fight, you will roll dice depending on the weapon that you're using and attempt to roll numbers equal to or greater than the number(s) on the terrorist card. The amount of dice will be limited by the type of weapon, ammo, and how many dice you want to roll. If you have multiple weapons in your inventory, only one of them may be used during a round of combat.

After the terrorist encounter has been initiated, you first decide how many dice will be used for the initial assault. This number represents how many ammo rounds are being shot at the terrorist. Rolling more dice increases the number of chances of killing the terrorist but also uses up ammo faster. You may only roll as many dice as the weapon currently has on its card.

Once the number of dice has been determined, you roll. To defeat the terrorist card, you must roll equal to or greater than the target number(s) on the card. (Dice may not be added together to achieve a target number. A single die may only be used to attack one enemy.)

Every time you roll dice in a fight, you lose one time. (You do not lose time when you play a card to reroll dice.)

When fighting multiple terrorists, each of the card's target numbers must be hit to defeat the card. When you land a hit on one of these cards (but the card has not yet been defeated), you may place a target token on the card to remind you which number has already been hit. You do not have to hit that number again on a future roll.

If you do not defeat the terrorist card in the first round of combat, then you take one damage. The fighting process is then repeated until either the terrorist is defeated, you take five damage, or you run out of time. Note that you do not take damage while reloading during a fight.

WINNING A FIGHT

After you defeat a terrorist card, you may draw cards from the Hunted deck equal to the number of terrorists on the card. (A card with two terrorists lets you draw two cards.) If any of the drawn cards are an item, weapon, or hostage, you may immediately add one of them to your inventory for free. Slide the other cards back into the middle of the deck.

Then, you may resume drawing cards from the Hunted deck to place in the row.

TAKING DAMAGE

Anytime you take damage in a fight or due to a failed test roll, discard one of your white six-sided energy dice, and replace it with a red eight-sided energy die. (You may replace spent or unspent dice, but replacing unspent dice is typically the better choice.)

So, as you take damage, you become more likely to pass tests, but if you lose your last white die, you're dead and the game is over.

Whenever you heal, replace a red energy die with a white energy die.

REACHING THE ROOF

Once you reach the Roof location card, you have one final battle in an attempt to stop Lars from escaping. If you're able to hit him three times, you defeat him, rescue your wife, and win the game.



ENDGAME SCORING

While there's only one way to win, you can track your wins and compare your best score using the following scoring:

- +2 points for every white health die you have left
- +1 point for every time unit you have left
- +3 points for every face-up hostage card in your inventory
- +1 point for every face-down hostage card in your inventory

Additionally, experienced players can increase the game difficulty by beginning the game with four health and/or one less event card.

TWO PLAYER VARIANT

Two player mode allows you to partner up with a teammate to take on the terrorists together! Players will share time but will have separate energy dice.

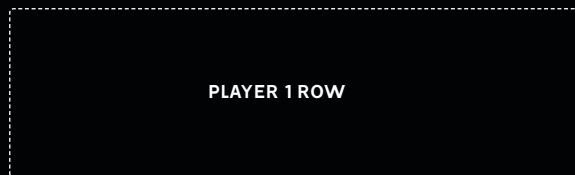
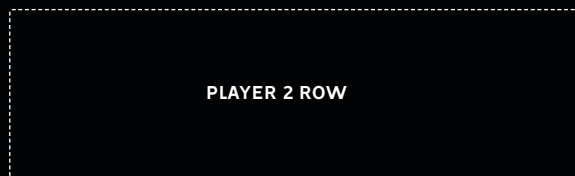
Player two will take on the role of either Sgt. Pratt or Agent O'Neil who will work with you to help take out the terrorists and rescue the hostages. (Please note that you'll have to provide your own dice to play this variant.)

The game plays just like single player but with a few key differences. To play with two players, set up the game like normal, except player one will begin the game with only three white energy dice (which is your max) and only two magazine tokens for your handgun, and remove the Sgt. Pratt or Agent O'Neil card from the Hunted deck.

Then, give player two:

- A handgun card, two magazine tokens, and four 6-sided blue dice

- Three white 6-sided energy dice
- The Sgt. Pratt/Agent O'Neil card. Place unused energy dice on this card.
- Three red 8-sided energy dice to be used when taking damage.



You'll play the game exactly like one-player mode, but you'll alternate taking turns. On your turn, you have two options:

1. Draw and activate or move a card in the row
2. Hide

DRAW

When you choose the draw action, draw a card and place it in a row in front of you. You may now use it to interact with other cards in your row. Each player will have a separate row of cards in front of them. A player may not interact with cards in the other player's row. When you're done with any card interactions, it is the other player's turn.

HIDE

If you choose to hide, discard one time token and discard the cards in front of you. The cards in the other player's row are unaffected. It is now the other player's turn.

TIME

Anytime either player does something that costs time, player one will remove a time token from the top event card.

EVENTS

When a player loses the last time token on an event card, that player must resolve the event.

WINNING AND LOSING

Just like the regular game, if you make it to the roof location and defeat Lars, you win. However, if either player takes a third damage or if time runs out, both players lose.

THE SHARED ROW

Since you're working together, you're able to place cards in a shared row that is accessible to both players. After taking a draw action, you may move one card from your row to the shared row. The card is now considered to be in both players' rows. This means a card with a noise icon counts as one noise for both players. Etc.

A player must take a draw action before interacting with any cards in the shared row.

If the cards in a player's row get discarded due to a terrorist attack or a hide action, all the cards in the shared row also get discarded. The other player's row is unaffected.

INVENTORY CARDS

When you gain a card from the row, it goes into your inventory. At any time, if you want to give an inventory card to the other player, discard one time token and place it in their inventory.

Both players have access to the Chocolates card and escape token, and either player may use them during the game.

FIGHTING

When a player fights a terrorist, the first round of the fight works the same as the one player game. However, for the second round and on, the players may decide who is going to fight the terrorist for that round. (This also applies to the final fight with Lars.)

CHOICES

Anytime a choice needs to be made in the game, the player who drew the card(s) gets the final say.

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