

EXODUS

The Rulebook

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The Setup:

This is a three-versus-one game in which three players play as cyborgs, and one plays as a scientist.

Decks:

Place all the decks in separate, distinct areas with discard piles. The scientist and event deck should be on the scientist's side, and the counters and trackers, including the augment decks (heal, damage, utility), should be on the cyborgs' side.

Board (**novice**):

If this is your first time playing the game, the scientist should use the reference layout at the end of this rulebook (**FOR THE SCIENTISTS' EYES ONLY**). Place all rooms highlighted in green face up; the rest of the rooms should be placed face down ('?' on the visible side). The scientist can reference the layout to track what possible rooms they might want to amp or check.

Board (**Intermediary and above**):

The scientist decides where the tiles are placed. However, the rooms highlighted green in the layout still have to be placed on those tiles. Place all other room tiles face down on the game board. **The scientist should remember what tiles they put down.**

Scientist:

Draw a card from the event deck. Ignore the effect and remember the number on the top right of the card. This is the room the cyborgs will have to reach in order to escape from the facility during the Escape phase. Put the card back into the deck.

Cyborgs:

Draw a card from each augment deck, and the game starts.

The Rules:

General Rules:

- When event cards are drawn, they go to a discard pile. If all event cards are in the discard pile, reshuffle them.
- The exit is tied to the position drawn by the scientist at the start of the game.
- For each turn, the play order goes as follows:
 - Cyborgs
 - Which cyborgs start/ends can be decided by the players
 - At the end of all cyborgs' turns, they should bring up the time counter
 - Enemies
 - Scientist
 - When a scientist summons an enemy, it will function on the next enemy's turn.
 - Event
 - Triggers the card on top of the event deck
 - In the Escape Phase
 - The scientist gets to choose from the top 3 triggers.
 - The rest get discarded.
- All Adjacent Abilities cannot be used through locked halls.
- You can spend two actions to break a door.

The Phases per round:

Cyborgs → Enemies → Scientist → Event

This is further detailed in the rule cards that each player should have.

Cyborg Rules:

- Cyborgs Have 2 Actions per turn.
- Cyborgs can only heal up to their maximum health (5).
- Movement costs one action.
- **When you draw a card of the same type, it levels up! This means your hand size is the same, but that card is at its second level.**
- Max Hand Size of 3:
 - This implies that you can only have 3 Level 3 Items max.
- When on the same tile, a Cyborg can initiate a trade with another Cyborg for one action. (The initiator can pay one action to trade with one person on the same tile)
- A cyborg can also decide to use an action to draw more cards.

What should a cyborg do on their turn?

1. Draw a card, discard cards until you have 3 (omits level-ups) – this happens at the start of a cyborg's turn.
2. Spend 2 of your actions.

Innate actions:

- Draw one card, discard till three cards in hand (not including level-ups), and cost 1 Action



Enemies:

- A maximum of three enemies can be in any room.
- Opportunity Attacks:
 - Whenever an enemy is attacked by a non-Ranged attack, that player takes 1HP in return.
- Enemies are controlled by and summoned by the scientist
- Enemies can traverse through Dimensional Gates.
- To track their health, use a dice.
- The scientist controls the enemies.



Terminologies:

- The term “status” Includes:
 - Paralysis
 - Slow
- Opportunity Attacks:
 - All enemies have access to this feature.
 - Only happens once per enemy per round.
 - When a player attacks an enemy, the enemy attacks back with their attack damage.
 - When a player leaves a room that contains an enemy (and the enemy is not paralysed), the enemy gets to attack the player
- Ranged:
 - Opportunity attacks from Enemies don't trigger.
- Adjacent:
 - Rooms next to one another
 - ***They have to be connected by a hall.***
- Amped
 - When the scientist buffs the trap of a room.
- Augments
 - Referring to the Red, Yellow and Green decks used by the cyborgs.
- Turn
 - The time between the current player's turn and the next one.
- Round
 - Until the player's next turn.

Rooms:

- 4x Passive Rooms
 - 2x Safe Rooms
 - Canteen, Sleeping Quarters
 - Rooms that have no effects or traps
 - When amped: Nothing occurs.
 - 2x U-Turn Rooms
 - TRIGGERS ON ENTRY
 - Rooms that block all halls other than the one the player entered.
 - When Amped: applies slow for 1 Turn
 - Double action needed for movement on player for 1 Turn.
- 6x Crowd control Rooms:
 - 3x Cryo room:
 - TRIGGERS ON TURN END. EFFECT IS APPLIED ON THE NEXT TURN
 - Slow Status!
 - Double action needed for movement for your next turn..
 - When Amped: Double action needed for movement for your next 2 turns.
 - 3x Electrical room:
 - TRIGGERS ON TURN END. EFFECT IS APPLIED ON THE NEXT TURN
 - Paralysis Status!
 - When revealed: Disables augments for 1 turn.
 - When Amped: Disables all augments for cyborgs in adjacent rooms as well. (does not work through locked halls)
- 6x Buff rooms:
 - 3 x Repair room :
 - TRIGGERS WHEN USED
 - When entered,:Cyborgs can spend 2 actions to heal 2HP.
 - When Amped: Cyborgs can spend 2 actions to Heal 1HP.
 - Can revive a player for 2 actions to 1 HP
 - 1x Infirmary room
 - After the Cyborg's turn, heal all players health by 1 HP in this room.
 - 2x Double enemy damage room
 - PERSISTENT EFFECT
 - Everything takes double damage while on this tile.
 - When AMPED: Cyborgs take 1 damage when entering or exiting this room.
- 5x Damage rooms:
 - 4x Forge
 - TRIGGERS ON ENTRY
 - When entered : player on tile takes 1 damage.
 - When Amped: a player on tile is bumped back from where they came only once per player.
 - 1x Laser Weapons Lab

- TRIGGERS ON ENTRY
- When entered: player on tile takes 2 damage.
- When Amped: Room locks itself (all halls are locked.)

Augments/cards:

Red Deck Cards:

Arm Cannon —

Level 1 - Your attacks are now considered “Ranged” and deal 1 damage. Cost: 1 action

Level 2 - Your attacks are now considered “Ranged” and deal 1 damage. Cost: 0 action. Any subsequent use of this attack costs 1 action.

Level 3 - Your attacks are now considered “Ranged” and deal 2 Damage. Cost: 0 action Any subsequent use of this attack costs 1 action.

Rocket Launcher —

halls can be destroyed with this tool. Does not do damage to you when used this way.

Level 1 - Your attacks are now considered “Ranged” and deal 2 damage to all enemies in your room. Deal 1 Damage to yourself. Cost: 2 actions

Level 2 - Your attacks are now considered “Ranged” and deal 3 damage to all enemies in your room. Deal 1 Damage to yourself. Cost: 1 action

Level 3 - Your attacks are now considered “Ranged” and deal 3 damage to all enemies in your room. Cost: 1 action

Plasma Sword —

Level 1 - Deal 2 damage to one enemy in your room. Cost: 1 action

Level 2 - Deal 2 damage to one enemy in your room. When attacked, you can perform an opportunity attack. Cost: 1 action

Level 3 - Deal 3 damage to one enemy in your room. When attacked, you can perform an opportunity attack. Opportunity attacks cannot target you. Cost: 1 action

Grenade Belt —

halls can be destroyed with this tool

Level 1 - Your attacks are now considered “Ranged” and deal 1 damage to each enemy in your room. Cost: 2 actions

Level 2 - Your attacks are now considered “Ranged” and deal 1 damage to each enemy in your room or an adjacent room. Cost: 1 action

Level 3 - Your attacks are now considered “Ranged” and deal 2 damage to each enemy in your room or an adjacent room. Cost: 1 action.

Spike Trap —

When upgraded, all previously laid traps are upgraded

Level 1 - You can lay a spike trap down in your current room, dealing 1 damage to any enemy that steps on it, and any enemy that attempts to move off of it. Cost: 1 action

Level 2 - You can lay a spike trap down in your current or adjacent room, dealing 1 damage to any enemy that steps on it, and any enemy that attempts to move off of it. Cost: 1 action

Level 3 - You can lay a spike trap down in your current or adjacent room, dealing 2 damage to any enemy that steps on it, and any enemy that attempts to move off of it. Cost: 1 action

Yellow Deck Cards:

Disarm Tool —

halls can be opened with this tool

While revealing the room, the cyborg entering can decide whether to trigger the disarm tool.

Level 1 - Disarm a trap in your current room. Cost: 1 action

Level 2 - Disarm a trap in your current room or adjacent room. The room has to be faced-up. Cost: 1 action

Level 3 - Disarm a trap or door in your current room or adjacent room. The room does not have to be faced-up. Cost 1 action

EMP Wave —

halls can be opened with this tool

Level 1 - Emits a weak EMP wave that shuts down an enemy in your room for 1 turn. Cost: 1 action

Level 2 - Emits a stronger EMP wave that shuts down an enemy in your room for 1 round. Cost: 1 action

Level 3 - Emits a strong EMP wave that shuts down all enemies in your room for 1 round. Cost: 1 action

Scout Drone —

Level 1 - Send out a drone to scout an adjacent room tile: Flip the tile face-up. Cost: 1 action.

Level 2 - Send out a drone to scout any room tile: Flip the tile face-up. Cost: 1 action

Level 3 - Send out a drone to scout any room tile: Flip the tile face-up **and**; Connect your drone to the facility: Check the next event card. You may put it back on the top or at the bottom of the deck. Cost: 1 action

Dimensional Gate —

Level 1: Build a Gate that allows teleportation to another tile up to 2 tiles away. 1 movement is required to use the gate. The gate lasts for 1 turn. Cost: 2 actions. Cooldown: 2 turns.

Level 2: Build a Gate that allows teleportation to another tile up to 2 tiles away. 1 movement is required to use the gate. The gate lasts for 2 turns. Cost: 2 actions. Cooldown: 2 turns.

Level 3: Build a gate to teleport 2 rooms away (Requires the use of 1 movement to go to use the gate) Cost 1 action. Cooldown 2 turns.

Repel —

Level 1: Push 1 enemy in your room to another room of your choice. If the corridor is locked, break the door. Cost: 1 Action

Level 2: Push 1 enemies in your room or an adjacent room to another room of your choice. If the corridor is locked, break the door. Cost 1 Action

Level 3: Push all enemies in your room or an adjacent room to another room of your choice If the corridor is locked, break the door. Cost 1 Action

Green Deck Cards:

Bandage Tool —

Level 1 - Heal 1 player in the same room for 1 HP. Cost: 2 actions

Level 2 - Heal 1 player in the same room for 1 HP. Cost: 1 action

Level 3 - Heal 1 player in the same room for 2 HP. Cost: 1 action

Healing Drone —

Level 1 - Heal all players in the same room for 1 HP. Cost : 2 actions

Level 2 - Heal all players in the same room or an adjacent room for 1 HP. Cost: 2 actions

Level 3 - Heal all players in the same room and the adjacent room for 2 HP. Cost: 1 actions

Status Dampener —

Ignores the effect of the Electrical Room

Level 1 - Remove all status effects on 1 player in the same room. Grants immunity to status effects for 1 turn. Cost: 2 actions

Level 2 - Remove all status effects on all players in the same and adjacent rooms. Grants immunity to status effects for 1 turn. Cost: 2 actions

Level 3 - Remove all status effects on all players in the same and adjacent rooms. Grants immunity to status effects for 2 turns. Cost : 1 action

Plasma Shield —

Level 1 - Protect 1 player from 1 HP of damage for 1 round. Cost: 1 action

Level 2 - Protect all players in the same room from 1 HP of damage 2 rounds. Cost: 1 action

Level 3 - Protect all players in the same room for 2 HP of Damage until destroyed. Cost: 1 action

Extractor —

Level 1 - Steal 1 HP from an enemy in your room. Cost: 2 action

Level 2 - Steal 1 HP from an enemy in your room. Cost: 1 action

Level 3 - Steal 1 HP from all enemies in your room. Cost: 1 action

Scientist —

The scientist has three actions.
All enemies play on their turn.

Before the scientist starts their turn, they must complete all the enemy's turns.

When it is the scientist's turn:

1. Draw up to 5 cards.
2. Spend your 3 actions.
3. Discard up to 5 from hand.
4. End your turn.

Science Deck:

1x Robo Bear Cards:

- 5 HP
- 1 Damage on Attack
- 1 Damage on Opportunity Attack
- Robo Bears have 2 actions

1x Scan card

- Let the scientist look at the top of the event deck OR look under 3 tiles (If they forgot what they put down) for intermediate and above players.

2x Robodog Cards:

- 2 HP
- 1 Damage on Attack and Opportunity Attack
- Robodogs have two actions

3x Amp Cards

- Pick a room number and keep it hidden. When players travel on this tile, reveal the room number for an empowered traction. The room can be a dud if you didn't check it.

3x lock Hall Cards

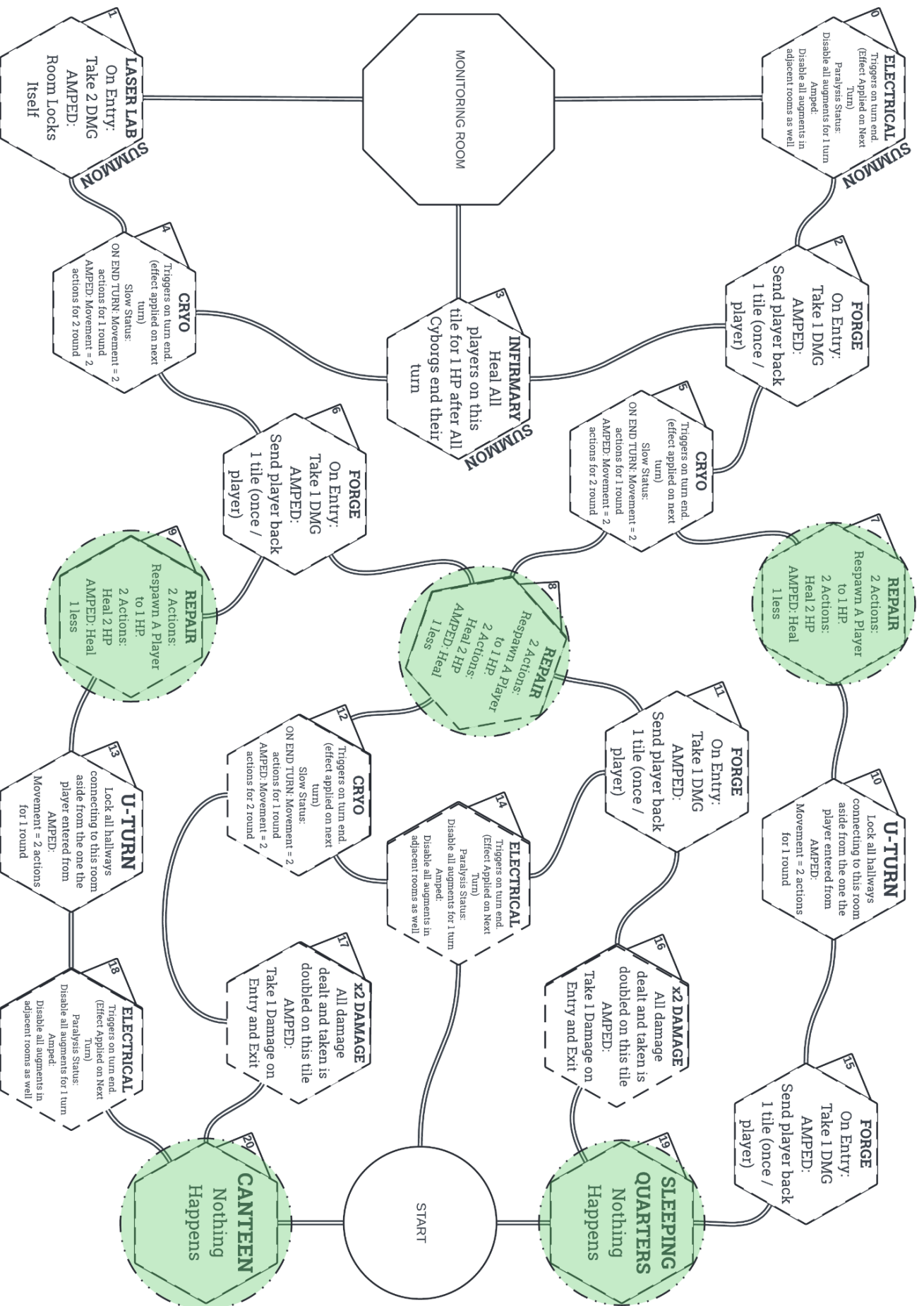
- the scientist can lock 1 hallway.
s

Event Cards:

These cards are area-of-effect events that occur every turn and affect the overall gameplay. At the end of the scientist's turn, the event card from the top must be flipped and resolved. *Some abilities from both the cyborgs and scientists can change the fate of the events.*

1. Power Outage - No facilities or traps can or will be activated for one round.
2. Locked - The visible safe and the U-turn rooms get locked up for one round.
3. Freeze - The players stay frozen for one round.
4. Shift - All the players get sent to the visible damage rooms that are the closest to the players. The trap retriggers.
5. System Reset - Systems are rebooting! The scientist must skip their next turn.

6. Explosion —The room with the most enemies explodes. All enemies in that room die, and players take 1HP of damage per enemy.
7. Lights Out - “ranged” attacks **can not** deal damage.
8. Mass healing - All the players and enemies get full healing.
9. Metamorphosis - Convert all robo dogs into robot bears.
10. Radiation Leak - Everyone gets damaged and loses 1hp.



Play test notes and working notes:

Play Test 1 Notes:

Scientist:

- Let scientist place traps
- Let scientist place the room tiles
- Brin
- bring back scientist deck

Players :Remove action point system

- Make the cyborg turns more streamlined.
 - 1 Draw phase, 2 move/action phases.
- Could add a revive ability

Narrative

- Facility being under attack

Rules:

- halls cant be locked again.

Utility

- Add a card that creates a path between rooms
 - Secret tunnels?

Playtest 2 notes:

Change to player turn applied: is good.

Clarify turns and rounds

Start with the person to the left of the scientist.

Playtest 3 notes:

Scientist now draws from deck of dogs,bears,lock room, upgrade room (4 of each).

They still have the other abilities.

The scientist first controls the enemies, draws 2 cards, does 3 actions then we go tot he event.

- Nerf electrical room
- Dominant strategy
 - Each cyborg focuses on just one type of card.
 - Feels balanced though

Do enemies have their own turn? I.e. Do they count only on the scientist's turn?

Other notes:

When a room is amped it triggers on entry and stays.

Stay meaning when a player end their turn their.

Upgrades are permanent

Playtest 4 notes:

- 1) 12-13 room connection
- 2) Forge amp occurs once ever
- 3) Cryo effects player once ever
- 4) Change turns into rounds in status damper
- 5) Maybe more hp for player
- 6) Fix the map.

MEETING TIMES(Wk9 onwards):

29-apr - 12-2 meeting before the alpha test.

30-apr - 3 playtests ~2-4

6-may - beginning of new assets 12 pm

7-may - 8 pm new room assets and map implementation (Andrew online)

10-may - 3- 8 (MOAR PLAYTEST)

20-may - 12-2 pre-beta meeting

29-may - possible final meeting

FEEDBACK:

- NEED A BETTER WAY TO REPRESENT ROOMS
- INCREASE COST OF LOCKING ROOMS / LOCK A HALLWAY
- ADD halls AS ENTITIES(MINI / TOKEN)
- NEED TO CLARIFY WHAT THEY CAN DO IN THEIR TURNS
- NEED TO ADD REVIVE (IN REPAIR ROOM REVIVE A PLAYER AT 1HP)
- ENEMY LIMIT PER ROOM???

- 2 ENEMIES MAX
- OPPORTUNITY ATTACKS EXPLANATIONS
- ACTION ECONOMY SCIENTIST TWO TURN
- ENEMY CARDS NEED OPPORTUNITY WRITTEN
- BETTER WAY TO TRACK THE HEALTH
- MORE HEALTH FOR PLAYERS
- ADD PLAYER TRADING
- BEAR 1DMG 5 HP
- TOO LONG GAME FOR 45 MINS
- LABEL PLAYERS ON COLOUR FOR SCIENTIST

Play test 6 (wk 9)■

- 1) Cards have to be more specific (plasma shield in level 1 had a description of 1hp shield around the players so they kinda exploited it and use it any player, tried to persuade didn't listen)
- 2) For scientist drawing 3 cards feels a bit more nerfed
- 3) Idk if it was luck by one player got lv dimensional gate in round 1
- 4) More variety in cards. We can make the decks 20, adding more things.
- 5) Similar game like ours - resident evil resilience