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112 cards, these game rules

About the game

A horrible crime was committed on the outskirts of a quiet town: escaped convicts kidnapped a family with children and left without a trace. The police are stumped: it seems like these people just... disappeared. All that's left of them are notes of the daughter and the mother, made hastily.

The police have nobody else to turn to: they consult you, experienced psychics that can travel back in time and change the course of events. Study the notes left of the missing people, follow their footsteps and make decisions in split situations. Be careful and you will get a chance to save the lives of these unfortunate souls.

Set up



1A



1B



Set up for the A deck



4



3

1. Do not shuffle or look through the decks, take the cards in the following order:

- A** One card off the tops of each deck — place them on the table to form a portrait of the missing family. These cards are where the game begins.
- B** One card from the bottoms of each deck — you will see a portrait of a convict on one side and a terror counter on another. Put them to the side for now.
- C** 8 cards from the bottom of deck B — this is the ending deck. Place it next to the portrait of the family facing down.

2. Choose which deck you would like to play with — deck

A (story of the daughter) or B (story of the mother). Put the remaining deck back into the box — you can play it during your next game.

3. Divide the chosen deck into two — the deck with numbers on the backs and the deck with pictures on the backs. Place the deck with the numbers onto the table facing down without shuffling or looking through them. Shuffle the deck with the pictures and lay them out facing down into a grid randomly, without looking on the other sides.

4. Take the cards with the portraits of convicts a form the Terror Counter, placing one card on top of the other, depending on the deck you chose:



Deck A — portrait of Kurt
on top of the Terror Counter



Deck B — portrait of Rick
on top of the Terror Counter

5. Choose the player who will read out all the cards. You can also take turns reading them out.

You are ready to play.

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International Distribution: Maria Nikolskaya
 Special thanks to Ilya Karpinsky.
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 Rules version 1.0

Game objective

Everyone's goal is to help our heroes reach the ending alive. The players read the plot cards and make decisions in split situations, taking into account the state of the characters and their surroundings.

Gameplay

Flip over both family portrait cards and read out the text on them. Then take card A1 or B1 (depending on the deck you have chosen) and read it out. From this point, you will begin to progress through the story using the story cards (the ones with numbers) and the picture cards. Follow the directions in the bottom right corner of the card.

If there are multiple directions on the card, you are at a juncture — you need to make a choice and take one of the cards. Players discuss the options together and must come to one decision. In case of disagreement, the person who read out the card makes the final decision. Remember that your choice affects the further development of the plot and the ending the heroes will face.

If there is no indication of what card to read next on a card, you need to use your psychic talent: look at the text you read carefully — it may contain a **key term or word** that advances the plot. It usually refers to an object depicted on one of the picture cards. **The cards that contain an indication of the next card may also contain keywords.** There may also be more than one keyword on one card. You can always try to take a picture card if you feel like it, at your own risk.

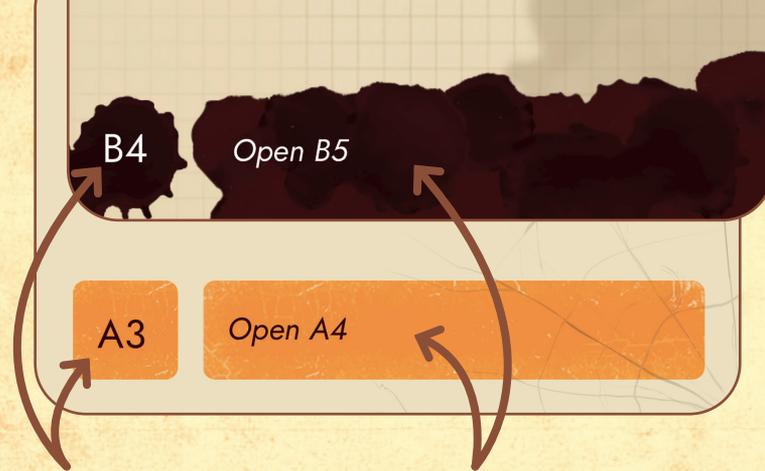
If you are sure you have identified a key word correctly, take the picture card with its image. Check the text at the top of the card — it will tell you if you have the right card (there will be mention of the card you've just read). If it is correct, read it out as usual and continue playing. If you are wrong, return the card to its place without reading it and receive 1 Terror (see more in Terror Counter).

Note: some picture cards may restore character health (reducing the terror) or provide an item that will affect the plot at crucial moments. Such keywords might not be explicitly highlighted in the text.

End of game

The game ends when you take a Finale card as directed and read it out. The ending card will clearly indicate whether the characters have survived or not. If they died, all players lose: the psychics failed to save the innocent victims. If the characters survived, everyone wins: the family was saved and the psychics earned the respect of the community and the police.

You can then go through the game again with the same deck or with a new deck. If you lose, you can play the game with the same deck as many times as you like until you reach a happy ending.

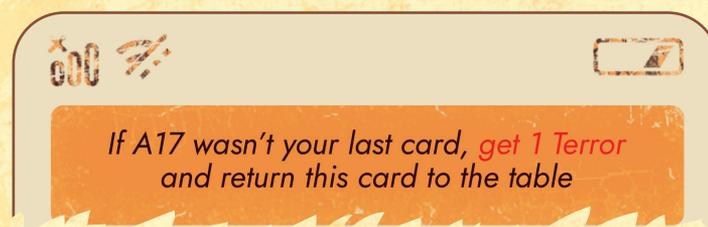


The number of the card you are reading

Indication of which card to take next



Example of a juncture



Indication at the top of a picture card

Terror Counter

The Terror Counter reflects the state of our heroes: the more Terror, the more wounded and frightened they are. When you gain 1 Terror, you must shift the card on the counter one space down. If you find an item that allows you to discard 1 Terror, shift the card one space up. If you reach the end of the Terror Counter (i.e. 5 Terrors), the game is cut short with the death of the heroes — take the indicated Finale card and read it out. Try to act cautiously, assess the situation at junctures and use items you find to restore health.

