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OBJECTIVE

The city is crumbling under a devastating wave of natural disasters. As a member of the last rescue crew, each Player must find and escort as many survivors as possible to the Helipad before the helicopter leaves. Collect Gear to traverse dangerous hazards. Beware of the Aftershocks that constantly change the terrain. And don't get left behind in the Danger Zone!

CONTENTS

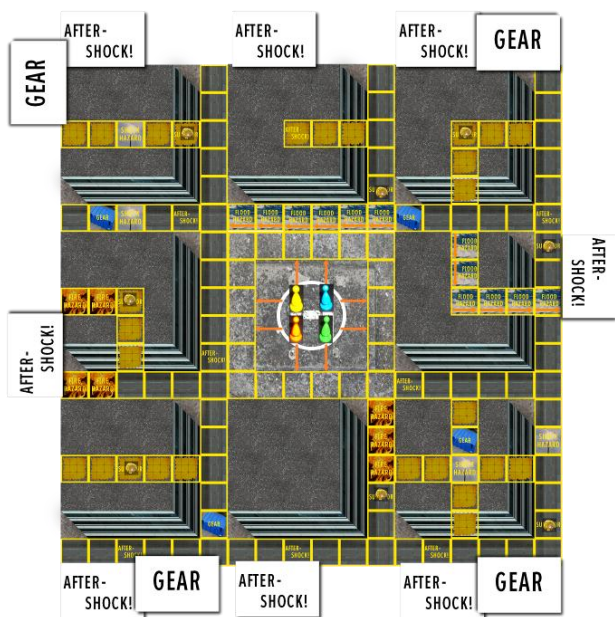
- 19 City Tiles, with
 - 1 Central Helipad Tile
 - 18 City Block Tiles
- 33 Cards:

- 6 Starting Gear Cards
- 12 Gear Cards
- 15 Aftershock Cards
- 30 Survivor Tokens
- 6 Hero Pawns
- 2 Four-Sided Dice (for movement)
- 1 Eight-Sided Die

SETUP

- **Place the Helipad tile in the center of the table you will play on.**
- **Shuffle the City Block tiles and set them face down in a stack.**
- **Draw 8 City Block tiles and place them around the Helipad tile to form a 3x3 grid. This is the starting board.**
- **Place a Survivor Token on each SURVIVOR space on the board.**
- **Shuffle the GEAR deck, and place a GEAR Card face-down on the outside edge next to each tile with a GEAR icon.**
- **Remove the RESCUE! Cards from the AFTERSHOCK deck.**
- **Shuffle the AFTERSHOCK deck, and place an Aftershock card face-down on the outside edge next to each tile.**

- Place one RESCUE! Card on the bottom of the **AFTERSHOCK** deck. Set the rest aside.
- Pass out a Starting Gear card to each Player. Put the rest away (they won't be used).
- Each Player places their Hero Pawn in the center on the Helipad.
- Each Player rolls the 8-sided die to determine who goes first. The Player who rolled highest goes first, with play continuing clockwise. In the event of a tie, the tied Players roll again until one rolls higher.



An example of a board after setup.

MOVEMENT

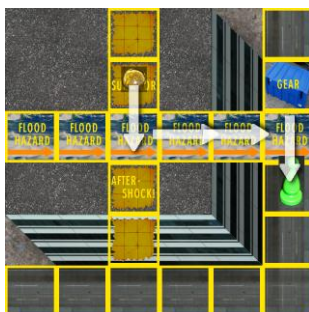
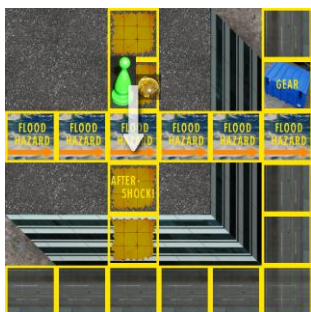
- At the beginning of each Player's turn, roll the two four-sided dice to determine the number of spaces to move. The number showing at the tops is the number rolled.
- Players can move in any direction on the board. A Player can end their turn at any time during their move.
- Players must leave and enter the Helipad space through one of the eight squares indicated by the orange arrows. The Helipad circle itself counts as a single tile.
- Players cannot end a turn on a space occupied by another Player.
- Any survivors following a Player must also end their turn on an empty space. If the move does not allow them to do so, the Player must choose a different route.

HAZARDS

- Burst sewer pipes, raging fire, and exposed power lines are all creating danger in the city.
- Survivors **cannot** move onto a hazard, unless they are led by a Player with an item that nullifies the hazard (a

raft for flooding, personal extinguisher for fires, insulated gloves for electrical hazards).

- **SHOCK HAZARD** tiles take the remainder of a Player's movement to step onto.
 - Ex: a Player rolls 6 and moves 4 spaces onto a SHOCK HAZARD tile. They must then end their turn. Next turn, they will be able to use their full roll to leave the SHOCK HAZARD tile.
- **FLOOD HAZARD** tiles force the Player to move in the direction indicated. A Player can either cross the FLOOD HAZARD (which works like normal movement), or use one movement to follow the arrows to the end of the path. One more movement then takes them off. A Player can never move against the direction of the FLOOD HAZARD without the Inflatable Raft.

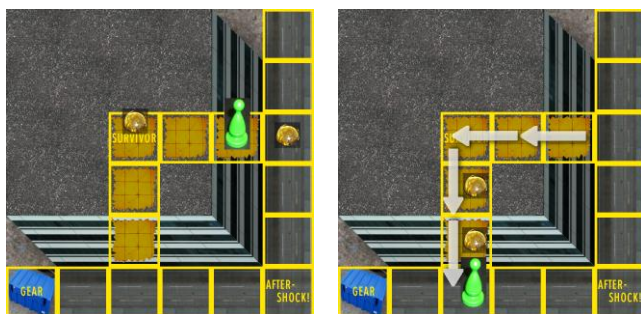


Green is next to a FLOOD tile and has rolled a 3. Green could cross the FLOOD tile and continue downwards. Instead, Green travels on the FLOOD tiles, using 1 move to move onto the tile, 1 move to move down the flood, and 1 move to move off at the rightmost square. At any rate, by moving onto the FLOOD tile Green has left the Survivor behind.

- A Player cannot end their turn on a **FIRE HAZARD** tile. If their movement would cause them to do so, they must pick another path.
- If a Survivor is trapped on a hazard because a tile shifted, they are **LOST** and remain there until a Player lands on their square and picks them up.

SURVIVORS

- When a Player moves over a **SURVIVOR** square with a survivor token or on a **LOST** survivor, they rescue that survivor.
- A Survivor will follow one space behind the Player, moving to the space the Player last moved to. Multiple Survivors can follow a Player at the same time, creating a long train.



Green has one Survivor following. Green then moves over the square with the free Survivor and ends the turn two spaces farther. The original Survivor is one space behind Green and the new Survivor is two spaces behind.

- Survivors will follow the Player that rescued them until the Player reaches the central Helipad square, at which point all survivors are safe and they are removed from the board. The Player who escorted the survivors keeps their tokens until the end of the game for scoring purposes.
- If a change in a tile separates a chain of Survivors, the ones cut off from a Player are LOST and can be rescued by any Player just like any other survivors. Refer to AFTERSHOCKS.
- Players cannot 'steal' another Player's survivors. Those survivors are following the orders of the Player that rescued them. They are open to rescue by anyone, however, if they are cut off by a hazard and become LOST again.
- LOST Survivors do nothing and wait for a Player.

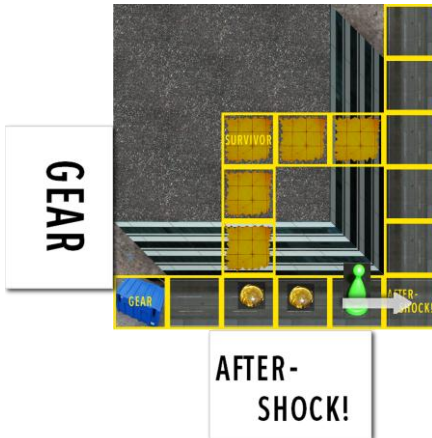
AFTERSHOCKS

- The city is constantly shifting as aftershocks and collapses drastically alter the landscape.
- If a Player moves over an AFTERSHOCK square during their movement, they must draw an AFTERSHOCK card if the tile has one. This may occur multiple times in one turn. The card is revealed to all Players when it is drawn.

- When a Player is instructed to place a new tile from an AFTERSHOCK card, they:
 - Draw a City Tile from the deck.
 - Pull out the tile they are replacing.
 - Put the new tile in its place, **placing Players and Survivors in exactly the same spaces** as they were on the previous tile.
 - **Place a new AFTERSHOCK Card on the new tile.** If there already is an AFTERSHOCK Card on the tile, instead keep the old AFTERSHOCK Card.
 - **Place a new GEAR Card on the new tile,** if it has a GEAR square. If there already is a GEAR Card on the tile, instead keep the old GEAR card.
 - If the old tile had a GEAR card and the new tile doesn't, discard the old GEAR card.
 - Place a new Survivor token on any SURVIVOR spaces.
 - Shuffle the old City Tile back into the deck.

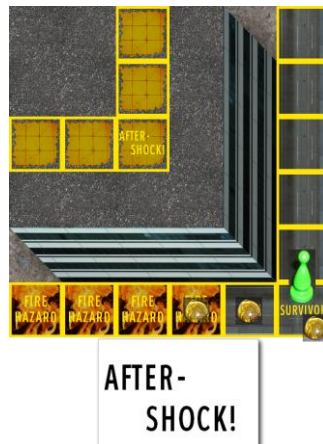
- If a Player or Survivor ends up on a HAZARD, they become separated.
 - **Survivors that end up on a HAZARD are LOST** and will await pickup by a Player with proper GEAR, or the shifting of the tile.
 - **Players that end up on a HAZARD are separated from any Survivors following them.** Those Survivors immediately become LOST. The Player may be able to rescue them next turn.

- If a Player ends up on a FIRE HAZARD they must attempt to get off it next turn.



The Green Player moves onto an AFTERSHOCK square and draws the AFTERSHOCK Card. The card swaps out the current tile.

Now Green and Green's Survivors are put back in place on a new tile. One Survivor is in a FIRE HAZARD and is LOST and will wait for rescue. However, Green is now on a SURVIVOR square with a new Survivor, and has gained that Survivor as a follower. Note that the GEAR Card has been discarded and the AFTERSHOCK Card has been replaced.



- If a Player is on a special square after the tile switches, they activate all the properties of that square as if they had moved over it.
- Entering crumbling buildings is risky. **If, after a tile changes, a Player would end up in a space that no longer exists, the Player is returned to the Helipad.** Any other Survivors following the Player become LOST and will await rescue. **If a Survivor would end up in a space that no longer exists, they are removed from the game, crushed by the building's collapse.**
- Used AFTERSHOCK Cards are placed in a discard pile.

GEAR CARDS

- When a Player moves over a GEAR tile **they must take the tile's GEAR Card** if it has not already been drawn.
- GEAR Cards give benefits to the Player that picks them up. Many GEAR Cards nullify the effects of HAZARDS.
- GEAR Cards that are used are placed in a discard pile.

USING STARTING GEAR

- STARTING GEAR Cards are used just like AFTERSHOCK Cards that can be held. When they are used they are placed in a discard pile.

WINNING

- The last AFTERSHOCK card drawn will be the RESCUE! Card. When a Player draws it, place it in the center of the board on the Helipad space. All Players, starting from the Player to the left of the one who drew the RESCUE! Card, have 3 turns to get back to the Helipad before the last Helicopter takes off.
- After each Player has had 3 turns, the Player with the most survivors wins. If two Players are tied, the Helicopter will wait for one more Survivor to put a Player in first place.

IF THE BOARD IS EMPTY

- If the board has no more AFTERSHOCK Cards or SURVIVORS, distribute one STARTING GEAR Card to each Player.

ALTERNATE RULES

- For faster gameplay, shuffle one or more of the RESCUE! Cards into the AFTERSHOCK deck.